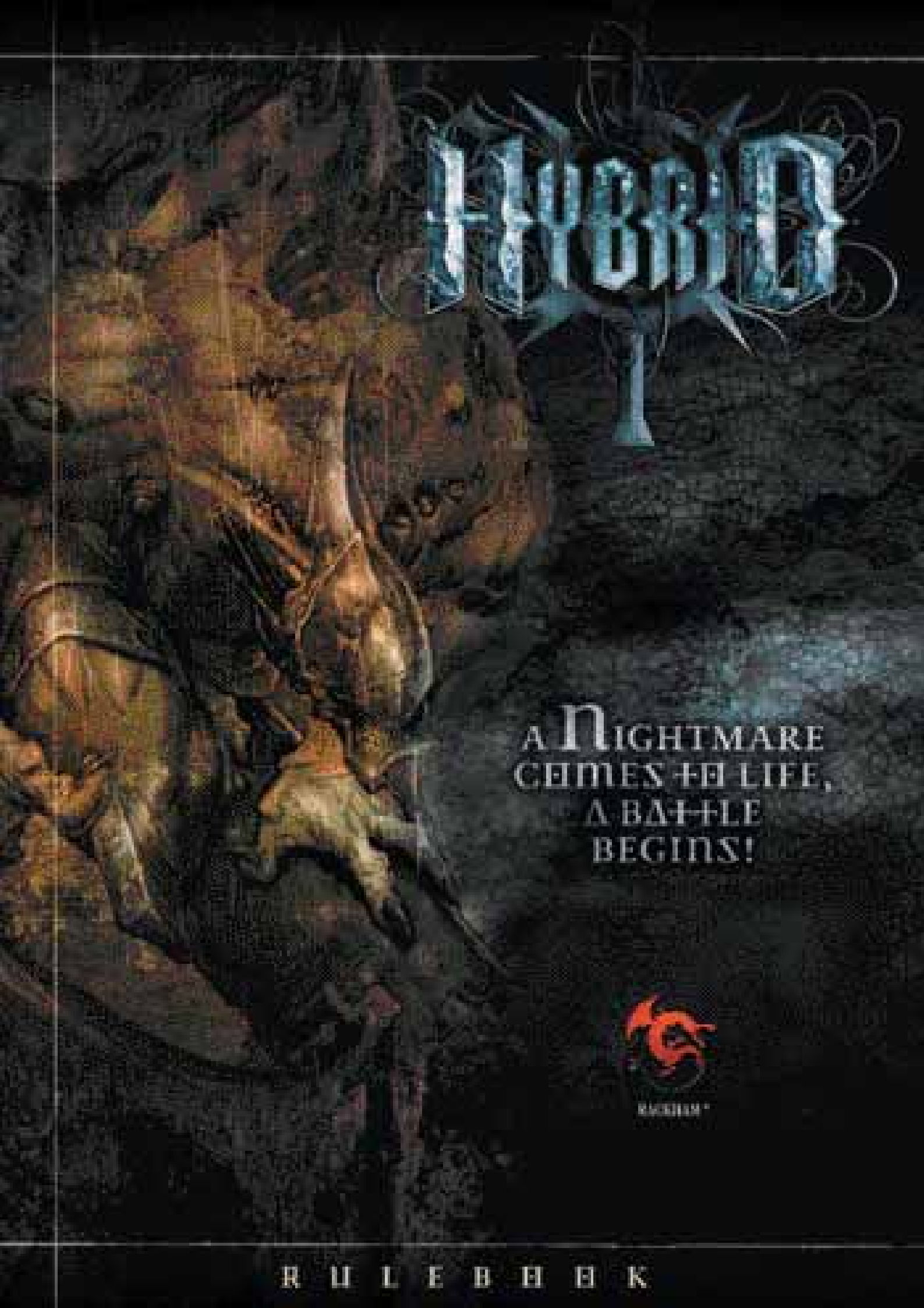
HYBRID
A NIGHTMARE COMES TO LIFE, A BATTLE BEGINS!
RULEBOOK

CREDITS

HYBRID is an original RACKHAM creation based on the RAG'NAROK and CONFRONTATION stories published by RACKHAM .

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Printed by Édiprint (Luxemburg)

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FIRST CONTACT

— "What a stench!" remarked Malanad, pinching his nose.

In the distance, the stars continued to shine brightly that night as the stinking cloud spread through the deserted streets of Glasinhar like a flood of sickening liquid.

— "What's that smell ?" asked his wife in a tired voice.

— "I don't know but I'm going to find out," he said, climbing out of bed.

Malanad walked clumsily to the window and looked over the village. Several of his neighbours were doing the same and they looked nervously at each other. The odour smelt of death, of decomposing flesh and of... the legions of Acheron. Were the soldiers of obscurity marching on the village?

The putrid smell was quickly followed by human screams, punctuated with inhuman growls, and an urgent Council meeting was convened. Something horrific and abnormal was going on, and it was getting ever closer...

All the villagers were now awake and they had split up into two distinct groups: those who could fight, and those who were unable to because of their age. Frightened women shook with fear as if the end of the world were nigh. Their instincts were surely right...

Malanad, a veteran soldier who had settled into civilian life several weeks before, was of course among those who would fight. He was dressed in his old armour and carried the lance that the Empire had given him as a reward for his countless sacrifices. The Akkylannian warrior was ready to defend his country and his loved ones one last time.

MERIN GIVE US STRENGTH !

A young boy, just old enough to ride a horse, had been chosen to warn the Temple of the Just and Compassionate of what lay in store. The others, the women, the children, the old and infirm, were asked to build defences and to pray. If the Acheronians attacked, the chances of survival would be slim, if not inexistent, but everyone had to do everything in their power to fight the enemy for as long as possible.

— "It's getting closer, I can hear something," whispered a foresry worker. Pale-faced and out of breath, he gripped his pitchfork with all his strength, as if his life depended on it.

The time was fast approaching. The soldier took a deep breath and made sure of his grip on the steel lance. His armour and his years of martial arts training should enable him to live through the battle. The veteran had already fought the legions of the Ram twice and had gotten away with little more than a couple of nasty scars. He had seen brothers-in-arms perish under the blows of Obscure foes before, but they had been soldiers and that was their destiny. Things had changed: today he was fighting alongside simple country folk defending their land.

— "Over there! Something's moving," screamed the blacksmith pointing towards a small grove.

A human form emerged on all fours from behind the bushes. Confident in their number, the villagers walked towards the familiar face of the injured man. It was one of the village shepherds who drove their herds into the mountains twice a year. He was lying in a pool of his own blood and one of his legs had been partially devoured. His body was broken and covered with wounds. He wasn't dead, but he might as well have been. Without help, he would soon perish. He was slipping away, his face frozen by the horror he had witnessed.

A flash of lightning lit up the night sky and the first raindrops began to fall. Soon the storm would wash away the blood.

— "We must keep moving forward," he said.

No one spoke. Events had made Malanad the obvious choice as group leader. He was the only real warrior and he had to give a good example! In one swift movement, he turned to face his followers. His eyes were burning with the fire of vengeance. This crime wouldn't go unpunished!

— « Merin give us strength!» he whispered to himself.

All his senses were tingling. The retired soldier followed the sinister trail of blood, astonished by the strength of the young

shepherd's will. The storm was getting more and more violent and the last stars had disappeared behind the clouds

After a few minutes, he finally spotted what he was looking for: a small hole in the ground filled with a foul stench and echoing with strange noises. Instinct told him he should return to the village, his wife and his sons to await the arrival of the Temple Knights.

~

— "Stand firm, don't make any noise and be at the ready," grunted the Temple Knight.

Lahn, the sun, was high in the sky almost invisible behind the dark, menacing clouds. The ten Temple Knights looked around, breathless. They were surrounded by carnage and destruction... Shredded body parts lay everywhere and the trail of blood led straight to the hole.

The Knight moved towards the mouth of the hole and gestured to one of his men to enter it. The warrior climbed down the stone ladder, the silence broken only by the sound of his metal armour

on the steps. With a swift movement of his hand, he signalled to his brothers that the path was clear. They quickly joined him and formed a semi circle to either side of him.

Nothing. All was quiet except for the strange humming sound that echoed around the place. Metal plates adorned stone walls that had been chiselled from the rock itself. One of the Knights swore as he walked on what appeared to be a small piece of bone with strips of flesh still hanging from it.

"We will keep going until we find those responsible for this carnage and then we will send them to hell," ordered the Knight, opening the door in front of him.

~

The Knight was tasting the bitter nectar of terror for the first time in his life.

Crouched behind the door, the Akkylannian gripped his sword as he prayed to Merin that he might survive the battle that lay ahead. If he could hang on for just a few hours, a second, larger squad would descend into the hellhole. The cavalry would give him a small chance of survival.

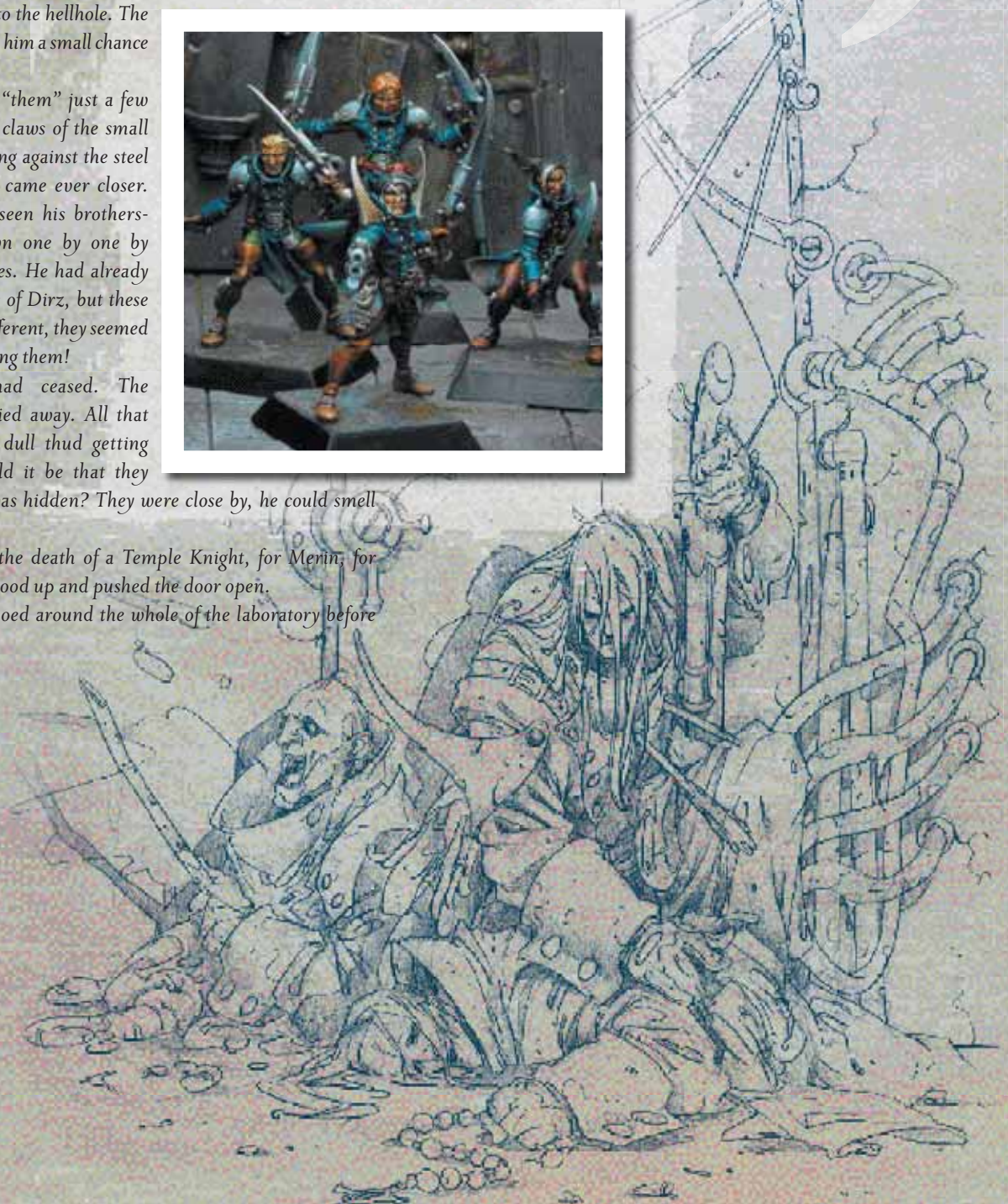
He could hear "them" just a few yards away – the claws of the small creatures scratching against the steel and rock as they came ever closer. The Knight had seen his brothers-in-arms cut down one by one by these cursed clones. He had already fought Alchemists of Dirz, but these creatures were different, they seemed bent on ... on eating them!

The noises had ceased. The scratching had died away. All that remained was a dull thud getting ever closer. Could it be that they knew where he was hidden? They were close by, he could smell their foul stench.

He would die the death of a Temple Knight, for Merin, for Akkylannie. He stood up and pushed the door open.

His scream echoed around the whole of the laboratory before calm returned.

"Stand firm, don't make any noise and be at the ready!"



THE HERESIARCH'S LABORATORIES

"Real power is eternal."

Dirz the Heresiarch's words are engraved in the walls of the oldest Scorpion Empire laboratories as a sinister promise to those who would oppose him.

Shortly after the founding of the first Shamir, Dirz had a ghostly vision of a newborn city engulfed in flames. The heretical scientist saw this as the Akkylannian Inquisition's doing and imagined ways to confound destiny's plans for him. He ordered the building of secret laboratories hidden in the Syharhalna and contacted the survivors of the witch-hunt that was tearing the Griffin Empire apart.

The Heresiarch entrusted the construction of his future empire to the enigmatic D'Jabril, the Guardian of the Alchemic god Arh-Tolth; a sorcerer with inhuman powers. Obsessed with his vision, Dirz threw himself into his project with all his heart and soul.

No one knows where the Heresiarch found the funds necessary for the construction of his laboratories.

When the autonomous structures became operational, Dirz used the clones that had built them as the first lab rats. Their genetic inheritance was then modified to create a new, cheaper and stronger generation of beings. Under the authority of Dirz himself, hundreds of clones and prisoners were brought to these places to be exploited both alive and … dead.

The scientists who were assigned to these cursed places never left them because the doors could only be opened from the outside. Henceforth, their existence was confined to the four walls of their new prisons, any contact with the outside world was strictly forbidden.

Three times a year, the scientists were sent the food and water necessary for their survival. Some tried, in vain, to escape – the Emperor's warriors caught and massacred them. Their remains were then returned to the laboratory and put on display as a warning to those who might follow their example.

The research progressed rapidly, independently of the genetic studies undertaken elsewhere in the Alchemic Empire. New clones and treatments were invented, but none satisfied the ambitions of the perfectionist, Dirz. Eventually, still haunted by his macabre vision, he decided to take on the responsibilities himself.

The Heresiarch conceived the Aberration, an abominable creature born of the cheapest and most viable stems, sampled from the legendary Isateph. The first specimens underwent a battery of rigorous tests, but very few improvements were made because the Emperor himself had designed the creature. The Aberration, after all, was near perfect for the role it was destined to fill.

The genetic stem that had given birth to this beast was discreetly distributed among the Heresiarch's laboratories. Dirz wanted to produce an astronomical number of clones in the knowledge that, when the time came, his victory would be quick and complete.

What happened next was what the Emperor had feared most.

Dirz had returned to his people to reign over the young Empire of Syharhalna when a small army marched on Shamir…

The city was burnt to a cinder and drowned in blood. Dirz had to retreat to his quarters with a handful of Technomancers and the Voyager. Once inside, he freed the creatures that lay dormant in their tanks and condemned the entrance to the Hybrid Project's laboratories.

When the combats ceased, the Syhars found their Emperor, mortally injured, but still fighting death. Before he finally succumbed, he designated Basyleüs Antykaïn as his successor… The dreams of the Heresiarch died with him and his beloved city.

Far away on the horizon, the Heresiarch's laboratories seemed to get wind of their creator's demise and the machines ceased all activity as the doors were sealed to the outside world. The fates of the wise men of the Hybrid Project were also sealed – they were condemned to a terrible fate, the traces of which still adorn the steel and rock walls of their laboratories. The Heresiarch had succeeded

I CAN ONLY HOPE THAT I SHALL SOON UNCOVER THE ARTISAN OF THIS ABOMINABLE PLOT

in taking his secret to the tomb.

As the years went by, the doors to these dreadful tombs were covered over with layers of sand and earth...

The Dirz Empire struggled to recover from its founder's death but eventually prospered again.

A few months ago, the Scorpion proclaimed himself Sovereign and launched a massive counter attack. The Dawn ritual allowed the god Arh-Tolth to rise from the ashes of Shamir and build a new city in his name. This sudden power surge tamed the desert and sliced through Aarklash like a razor-sharp rapier.

The sudden swell of energy reactivated the Heresiarch's laboratory machines and opened the network of tanks, awakening creatures from another time. With no masters and no food, the beasts ate one another almost as fast as the machines could build them. Great woes awaited anyone who dared open the doors to these hellholes.

Several thousand kilometres away from Shamir, one of the laboratories opened in the heart of Akkylannie close to a small village named Glasinhar. The inhabitants were massacred in a matter of hours and only the timely intervention of the Temple Knights prevented the terror from spreading throughout the Griffin Empire.

The Temple Knights, remembering what had happened during the Great Purge that followed Dirz's heresy, kept this information secret from the prelates of Merin's church. The forces of the Inquisition got wind of the massacre but they seemed oblivious to the existence of the laboratories.

When they searched the scene, the Temple Knights found critical information concerning the Hybrid Project and discovered that two similar installations existed in Bran-Ô-Kor and in Syharhalna.

Faced with such a crisis, the Temple Masters ordered the Lodge of Hod to deal with the problem.

Two Temple forces were discreetly sent to the sites to neutralize the Hybrid Project before the unthinkable happened. One never returned and the other suffered heavy losses before discovering two more laboratories.

We are now certain that these laboratories outdate the Scorpion Empire. Two elements seem incoherent though: how could our enemies have created such elaborate structures right in the heart of hostile territory, and, above all, how could they have possibly forgotten their very existence?

I can only hope that I shall soon uncover the artisan of this abominable plot. But my impatience has been tempered by the fear that the heretics might one day take control of their cursed creations.

-

Venerable Ambrosius

THE LODGE OF HOD

TITLES AND HIERARCHY OF THE TEMPLE

Officially, the Temple only recognises three ranks: **Templar, Commander and Supreme Commander.** However, tradition dictates that the Templars attribute titles to themselves to reflect certain aptitudes or experiences. This informal tradition allows the Order's representatives to better organize themselves in difficult times.

TITLE	AUTHORITY
SUPREME COMMANDER	SUPREME TEMPLE (ARCAVIA)
COMMANDER	CARDINAL COMMANDERY
VENERABLE	LODGE
MASTER	LODGE
KNIGHT	FACTION
SENESCHAL	FACTION
ESQUIRE	-
TEMPLAR	-

THE SUPREME COMMANDER represents the Temple's reigning authority.

A COMMANDER is in charge of one of the four Cardinal Regiments: North, South, East and West. These Commanderies govern all the Lodges placed under their protection.

A **Venerable** is generally a close councillor to the Temple Commanders. Many have a deep understanding of the supernatural forces.

A Master is a Temple Veteran. This title is the lowest required to found a Lodge. A Lodge is a meeting place for Temple Knights. Depending on its size, a Lodge may be split up into Factions.

A Knight is an experienced Templar with obvious leadership qualities. He can command a Faction.

A Seneschal is an Esquire who has shown merit. He takes over from the officer in charge if he is killed or can no longer fulfil his role. On the orders of his leader a Seneschal can take responsibility for an entire Faction or just a small part of it.

An Esquire serves as a relay between the leader and the Templars.

By definition, all representatives of the Temple, with the exception of Commanders and Supreme Commanders, are Templars. Their rights are identical: they must show respect and solidarity in all situations.

There was a time when Akkylannie stood for a dream that had become reality; the prophet Arcavius's ideal for all mankind. The wise men of Aarklash call this time the Radiant Era.

At this time, two specific entities were charged with the safety of the Empire of Light.

The See of Foreign Affairs, founded by Karl, was charged with protecting Akkylannie's borders and the pilgrims' paths. The brotherhood of warriors founded the Temple Order. The See of Internal Affairs was inspired by the laws of Kelgar the Pious and was designed to protect the word of Merin and his prophet. Its guardians, the future Inquisitors, acted as safeguards against errors in interpretation of the cult and dealt with the first heretics.

The Radiant Era came to a brutal end at the Battle of Kaïber, the bloody baptism of the Order of the Ram. In the name of Good, Karl's Templars sided with their Lion brothers... The battle was turning into a massacre when the timely intervention of Cynwäll Elves enabled the forces of Good to register a narrow victory, giving them just enough time to seal the narrow pass that linked Acheron to the rest of the continent.

When they finally returned, the warriors of the unique god discovered that their homelands were also prey to the horror. The Inquisitor Korwin Khorto had just uncovered the plans of

EVEN IN THE MOST SECRET CIRCLES HOD IS REFERRED TO AS A LEGEND

an Alchemist Monk belonging to the Order of the Ram: by trying to force the hand of nature, Dirz had sold his soul to Darkness and engendered dreadful beasts. Driven by a terrible thirst for vengeance, the Church had excommunicated all of Dirz's alleged followers and burnt Merin's gardens in their blind rage. The Heresiarch himself escaped his pursuers by fleeing deep into the desert of Syharhalna.

The Great Purge had just begun.

Sadly, the Inquisition hit the ranks of the Templars especially hard. Having just escaped one massacre only to find another one on their doorsteps, the most courageous among them questioned the investigative methods of the Church. Suspected of treachery, accused of corruption and sentenced for heresy, the rebels were burned alive in public alongside the very sorcerers they had fought to eradicate. Even faced with such injustice, and the prospect of an agonizing death, not one of the Templars renounced Merin...

Having witnessed first-hand the rape of their homeland by an intransigent, devoted few, the leaders of the Outer Circle decided to create a secret army. This elite entity would smother Evil wherever it reared its ugly head...

The Lodge of Hod, or "divine glory", was created just as the Temple was rising from the ashes.

~

The Lodge of Hod does not exist.

Even in the most secret circles Hod is referred to as a legend. Rumour has it that the Lodge was created by a band of rebel Templars who sold their souls to darkness and attempted to corrupt their brothers. The Templars themselves find the rumours bemusing, absurd even. Indeed, they would be the first to hand over a corrupt member to the Inquisition!

However...

Only the highest instances of the Temple know the truth about the legendary Lodge. They only call upon Hod for the most delicate of missions – those that require absolute discretion and the blissful ignorance of the clerical authorities. Undercover, its representatives have brought Hod's influence to bear throughout Aarklash, from No-Dan-Kar to Misty Harbour and from Indatte to Tarsith.

The Lodge of Hod only has around twenty permanent members most of whom are Templars on the Church's Wanted list. The Commanders can call upon sixty trustworthy men at any time to assist in their secret operations. In most cases, they have never met each other before.

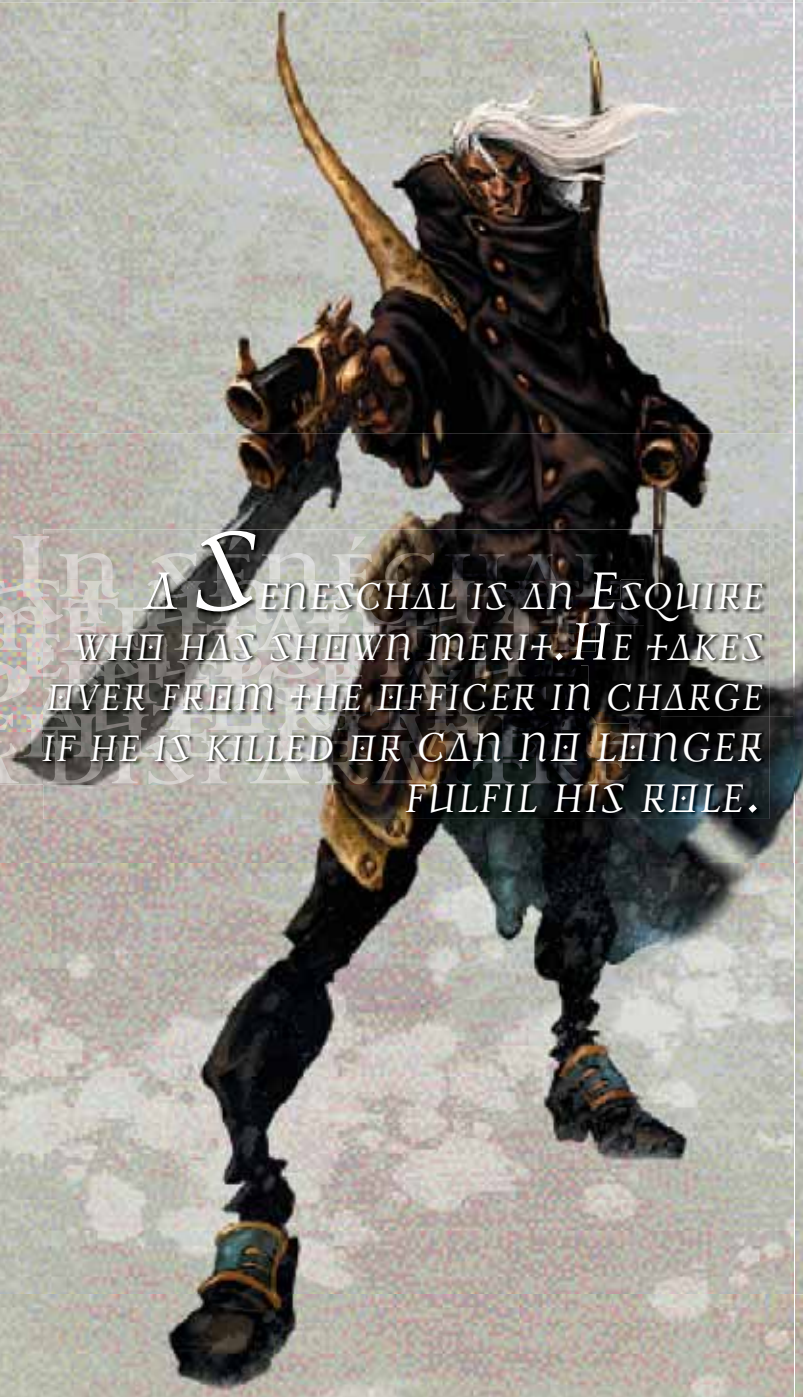
The leader of the Lodge of Hod is the Venerable Masselius, "the Old Master", one of the oldest members of the Order. Some believe he's dead but in reality his once imposing silhouette now walks the dark corridors of the Lodge of Fiery Mercy near Carthag Fero. The secrets hidden deep in the memory of Masselius would make many a man tremble in fear...

When a mission is entrusted to the Lodge of Hod, Masselius contacts an existing Faction or builds one from scratch. Many recruits adhere to more than one Lodge and this provides the Old Master with precious information about other Lodges. Occasionally the Venerable Masselius gives one of his Masters or Knights of Hod carte blanche to act as he wishes...

Venerable Ambrosius is Masselius's closest advisor and many expect him to succeed the Old Master one day.

This explains, no doubt, why Ambrosius's Faction was entrusted with the vital missions of finding and purifying the Heresiarch's laboratories before the Inquisitors could have their say.

Akkylannie would not survive a second witch hunt.



A Seneschal is an Esquire who has shown merit. He takes over from the officer in charge if he is killed or can no longer fulfil his role.

WELCOME TO HYBRID

YOU HAVE JUST ACQUIRED A COLLECTABLE MINIATURES GAME

A collectable miniatures game is played using miniatures, also called figurines, representing the soldiers and troops used by the players. The game usually opposes two players who each control one of the two factions confronting each other. In this type of game the figurines move about on surfaces of various sizes, from a game board to a huge table with mind-boggling scenery. Collectable miniatures games put into play many different worlds, be they historical (re-enacting battles of medieval times, of World War II...) or fictional (medieval fantasy, science fiction...).

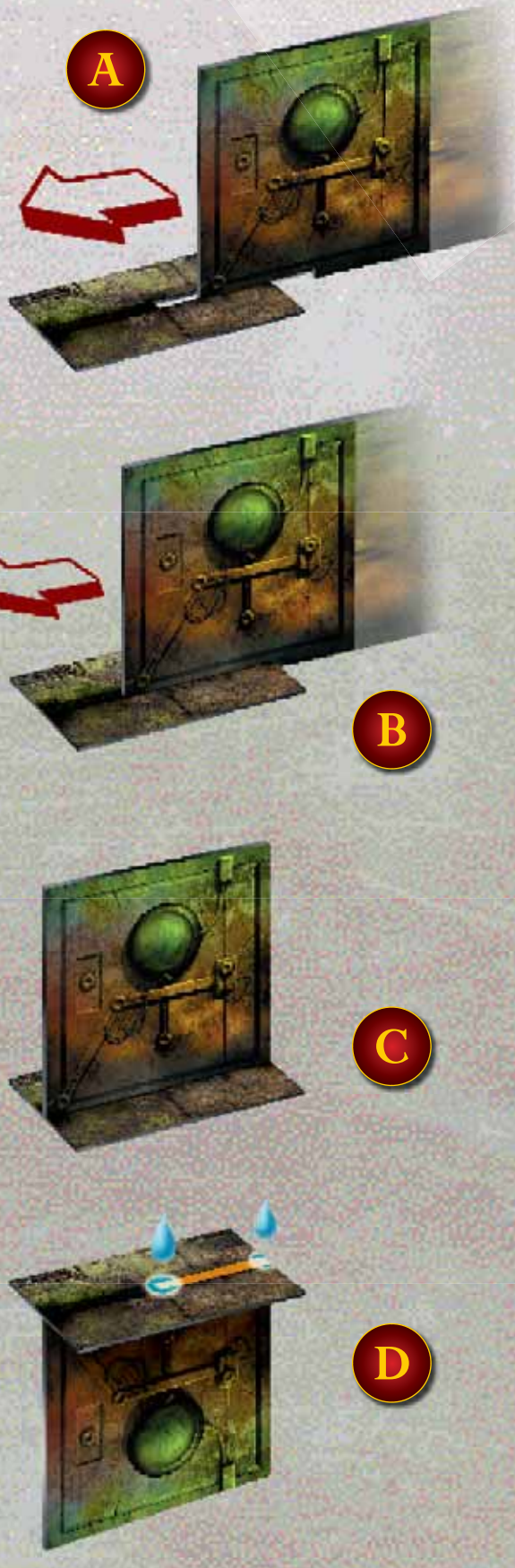
These games are much more than just games played with "lead soldiers," for they use rules of varying complexity that divide the game into several phases. Every type of troop (the figurines) has its own characteristics allowing almost all situations in these different phases to be resolved.

The profiles of characteristics of the various **RACKHAM** *games are presented on playing cards that have the advantage of being multi-purpose. Indeed, these cards assemble a photograph of the painted figurine, its profile and a quote that reveals a part of the background history.*

DOOR ASSEMBLY

To assemble the doors of the Hybrid game you can use regular glue.

However, if you use cyanoacrylate glue, which is commonly used to assemble figurines, assemble the cardboard pieces as pictured: slide the door (Figures **A** & **B**) onto its base until it is in its final position (Figure **C**). Then make sure that the door & base combination isn't wobbly by pressing it onto a hard, flat surface. Once this is done, apply two drops of cyanoacrylate glue at the points shown in Figure **D.**



Introduction

Hybrid will take you on a journey through the forgotten laboratories built by Dirz the Heresiarch – a deranged scientist whose madness prompted him to create a host of horrific monsters. Dirz died many centuries ago, but his creatures live on hidden deep in the bowels of the laboratories that time forgot... Soon they will be free!

The Akkylannian Griffins, the valiant protectors of the faith and the hereditary enemies of the Dirz Alchemists, represent the last hope of Aarklash to defeat the Heresiarch's horrifying spawn... Will the mysterious warriors of the Lodge of Hod triumph over this cruel menace?

The battle will be long and merciless.
Which side are you on?

Hybrid is a board game using figurines. The game takes place on a vast checkered board which is split into moveable Tiles that represent the Dirz laboratories. The soldiers are represented by 28mm figurines of warriors and creatures that each player moves around the board according to a strategy determined according to his or her specific mission objectives. Players can set the board up as they see fit.

All of the materials needed for a game of *Hybrid* are provided in the box that you have just opened. Besides this clear and easy to follow rulebook, you will find figurines of the protagonists, game tiles, counters, cards and ten-sided dice (D10).

The *Hybrid* figurines are the same size as the other figurines in the *Confrontation* series published by **Rackham**. The Dirz Alchemists and the Akkylannian Griffins are just two of the numerous peoples that inhabit the continent of Aarklash.

In this box you will also find playing cards that enable you to use your warriors in **Rackham** 's medieval fantasy battle games *Confrontation* and *Rag'Narok*.

Welcome to the world of Hybrid!
Welcome to the continent of Aarklash!

The Rackham figurines

The *Hybrid* figurines are part of the *Confrontation* series produced and distributed by **Rackham** studios.

Rackham takes great care in the design and manufacture of your figurines at all stages of their production.

The *Hybrid* figurines are produced unpainted and in kit form. This gives you the added enjoyment of assembling and painting your own warriors – an entertaining and enriching experience in itself.

To assemble your figurines you will need a modelling knife and glue. The painting will require an assortment of small brushes and miniature pots of paint that you can purchase in game and model outlets.

First separate the clusters of pieces and remove the excess metal with care, holding the blade away from your body to avoid any accidents.

You are now ready to assemble the figurines. We recommend that you use a strong, cyanoacrylate glue that is ideal for assembling pieces of metal.

Then comes the painting stage. To start with, you should apply a black or white undercoat. This helps the paint to stick and slows the ageing process occasioned by the handling of the figurines.

Now you are ready to start painting your warriors! We recommend that you use acrylic paint. The different illustrations and photos that you will find in the box can help you in your choice of colours.

GENERAL GLOSSARY

The *Hybrid* rules often employ recurring terms that describe certain game situations. Here are some definitions of the most common terms.

DECK: a pile of cards. The cards are drawn one after the other with the face of the card hidden. *Hybrid* uses many types of deck: Event; Action…

DISCARDED: put to one side. This is a term used for cards that are taken out of the game after use. Some game effects allow a used card to be reintroduced into a player's hand or into the deck.

REMOVED FROM THE GAME: a card that has been removed from the game cannot be used again for the rest of the game even if a game effect stipulates that it should normally be reintroduced. The same is true of a warrior who has been "removed from the game". Warriors eliminated in this way cannot be reintroduced into the game even if a powerful resurrection spell is brought into play.

WARRIOR: this term designates all the individuals represented by figurines that take part in a game. A warrior isn't necessarily a soldier – warriors can be Magicians, faithful, creatures…

ELIMINATED: this describes a warrior who has lost his last Wound level. Whether he dies, passes out, or is too badly injured to continue, the warrior is neutralized and his figurine is removed from the board and put to one side. Some game effects allow for the resuscitation of fallen warriors in such instances, the figurine can be replaced on the board.

A FIGURINE OR WARRIOR'S TURN: the different *Hybrid* warriors are activated one by one. When his actions have been completed, his turn is over and the next warrior is activated.

GAME ROUND: a Game Round represents the time it takes to Activate all the warriors present on the board and for each of them to complete their respective game effects. Once this has been done, the Round is over and the next one can commence. Some games of *Hybrid* are played in a limited number of rounds

THE CARDS

Hybrid includes numerous cards that are vital to each game.

This booklet outlines the **general rules** of *Hybrid*. If a rule that figures on a card contradicts a rule outlined in this booklet, **the rule on the card takes precedence.**

- **ACTION CARDS** that give you the values for each game effect as well as a short narrative designed to help you uncover the mysteries of Aarklash (this information has no influence on the game).
- **EVENT CARDS** that allow you to influence the direction a game is taking.
- **ARMY CARDS** for each of the different factions in the game.
- **EQUIPMENT CARDS** that describe the different artefacts and magic objects that belong to the heroes of the game:
  - **Aura cards**: These are the strict reserve of warriors with this Aptitude in their Profile.
  - **Mutation cards** that modify the monsters created by the Dirz Alchemists.

Profile cards on which the various warriors are pictured and described.

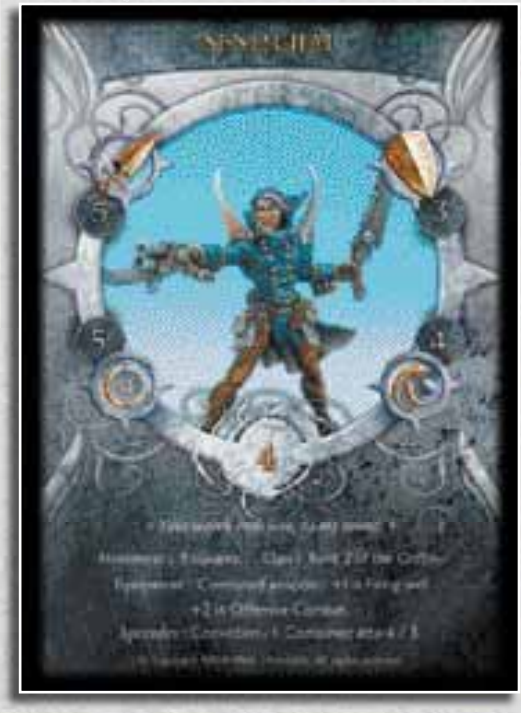
Take the time to study the *Hybrid* cards carefully so that you are able to recognise them easily.

You will also find slightly different Profile cards with blue and orange backgrounds. These allow you to use the *Hybrid* figurines in *Confrontation* and *Rag'Narok*, two other games in the **RACKHAM** series that also take place in Aarklash.

Reference profiles

The characteristics of each *Hybrid* warrior in terms of Equipment and Aptitudes are given in statistical form. These constitute the warriors' reference profiles.

Each warrior has his own card that uses pictograms to help you identify the statistics.



In general, the higher the number on the card, the stronger the warrior in the associated discipline. It should be easy to recognize the fastest and strongest warriors at a glance.

A Profile card sometimes represents a Champion – a unique figurine – or, more commonly, several warriors of the same class. In the latter case, all the warriors have the same basic characteristics. As far as the rules of the game are concerned, they are identical.

Natural value

The Natural Value **NV** is the most important of the warrior's characteristics. It represents the warrior's strategic importance, his overall power and his life force.

Each time a warrior suffers a Wound, his **NV** is reduced by 1 point. When this value reaches 0, the warrior is out of action and his figurine is immediately removed from the board.

The Natural Value of a warrior also determines his Success Level **SL** in everything he undertakes. The higher a warrior's **NV**, the better his chances of success! Accordingly, a warrior with a high **NV** has excellent Action potential while a Wounded or less fortunate warrior has less chance of being successful in difficult or risky undertakings.

Action modes

The 4 Action modes, **Offensive Combat**, **Defensive Combat**, **Firing and Moving**, are described on the warriors' Profile cards (see above).

Each value indicates a warrior's competence level in each discipline. The higher the number, the more proficient the warrior is in the relevant field. The average value in Action mode for all the warriors is 4, hence, any value higher than 4 indicates that the warrior is gifted.

If a "-" appears opposite an Action it means that the warrior in question cannot use the corresponding Action.

Example: *a "-" appears opposite Firing mode on the Aberration's profile card. This is because the Aberration doesn't possess a projectile weapon, and is therefore, incapable of firing!*

Offensive Combat / OC: this is the mode used for hand-to-hand combat: the higher its value, the more devastating the warrior's attacks.

Defensive Combat / DC: this mode encompasses all parrying techniques and evasive actions. A warrior who is gifted in this field is very difficult to injure. An exceptionally high **DC** enables the beneficiary to hit back at his enemy after avoiding a blow.

Firing / F: some warriors can fire weapons, this mode indicates their talent and precision in combat at a distance. An exceptionally high value means that the warrior is a master marksman.

Moving / Mv: it is essential that a warrior know how to fight, but there are also situations where it can be just as crucial to know how to move like the wind or how to creep up on an enemy without being heard. A high value in this field means that the warrior has understood that it is sometimes better to run away and to live to fight another day.

Movement

In between the portrait of each warrior and his Equipment details, you will find his Movement / **Mt** value. This indicates the distance that a given warrior can travel. The value indicates the number of free squares a warrior can cross when it comes to take his turn. The average **Mt** value is 7.

Some squares are more difficult to cross than others, generally because they are littered with debris or because they are occupied by pits. These squares sometimes require several Movement points if they are to be crossed.

EQUIPMENT

This indicates the principal objects the warrior carries with him into combat.

Weapons, shields and suits of armour afford their bearers modifiers that influence the outcome of the roll of the dice. It is always easier to parry an attack when you have a shield!

Example: *a Hybrid has Fused Weapons that give him a +2 modifier in Offensive Combat Natural Rolls. Without taking into account any modifiers, the Hybrid's SL in Offensive Combat mode is equal to his Natural Value (3). If we add to this his Weapon's modifier (+2) we are left with 3 + 2 = 5.*

APTITUDES

Some warriors are endowed with special powers or hereditary gifts, their Aptitudes. The description and the values of their effects on the game are described on **page 30** of this booklet.

Some of these are given with a power level preceded by a "/". Where the description of the Aptitudes indicates an X, this is replaced by a number on the Profile cards.

Example: *Mutation / 1 for a Hybrid.*

RANKING

The role of each warrior in the army's hierarchy is detailed in this section. The warriors are ranked from 0 to 4. The higher the value, the more important the warrior is.

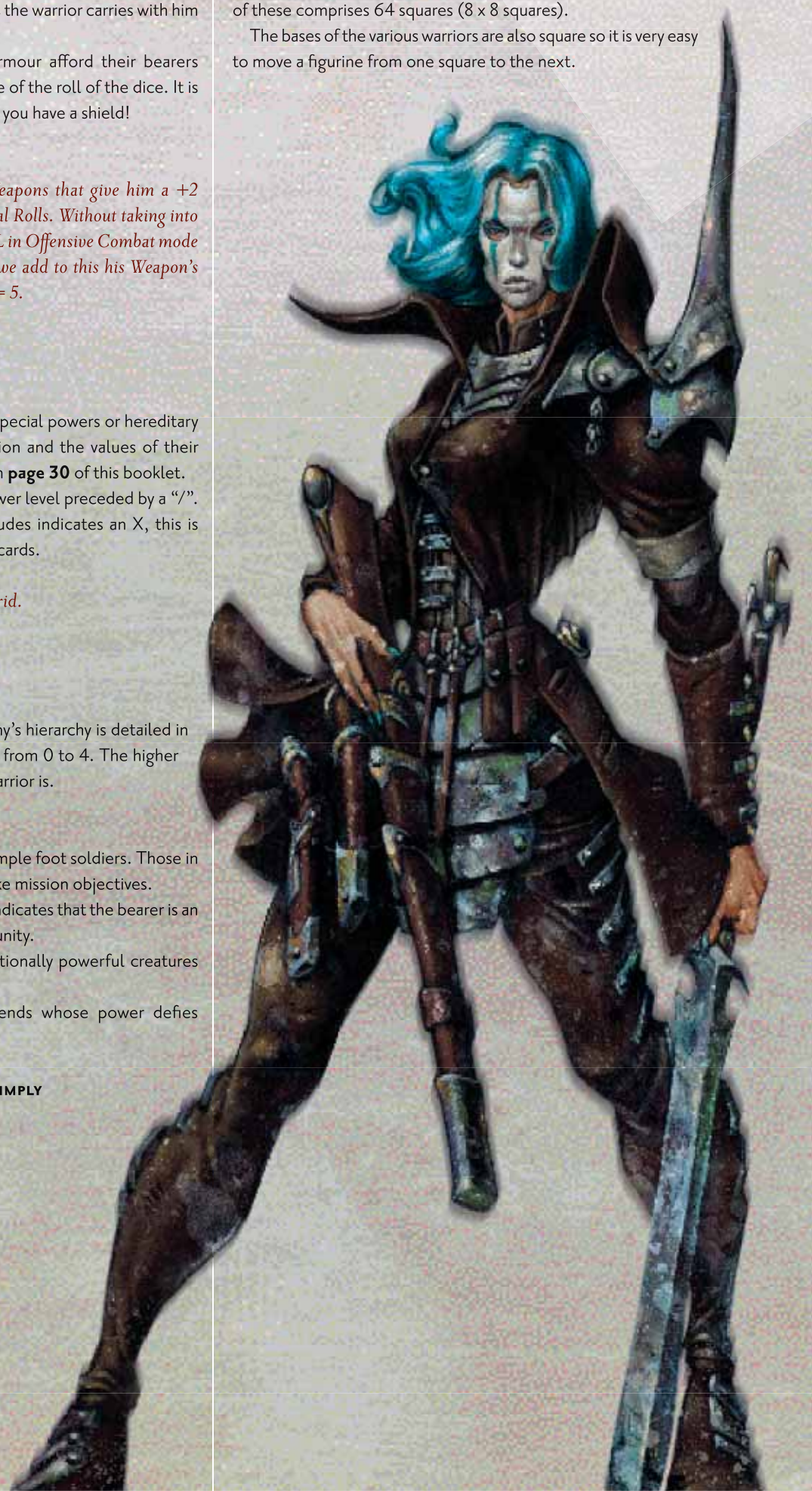
- **RANKS 0 and I** are filled by simple foot soldiers. Those in the 0 category cannot undertake mission objectives.
- **RANK 2** is an elite grade that indicates that the bearer is an influential person in the community.
- **RANK 3** is reserved for exceptionally powerful creatures and emblematic personalities.
- **RANK 4** is reserved for legends whose power defies belief.

SOME CRAZY RUMOURS EVEN IMPLY THAT A FIFTH RANK EXISTS...

THE GAME TILES

The combats take place on square boards called **Tiles.** Each of these comprises 64 squares (8 x 8 squares).

The bases of the various warriors are also square so it is very easy to move a figurine from one square to the next.



GENERAL RULES

THE DIE ROLLS

MAKING A NATURAL ROLL

Most Actions undertaken by **HYBRID**'s protagonists (attacking, defending, firing...) are regulated by Natural Rolls of the dice.

To make a Natural Roll, you have to roll one of the ten-sided dice (D10) and score a total that is equal or inferior to the relevant warrior's **NV**.

Example: *a Purifier attempts a Natural Roll. His NV is valued at 3. The Action is successful if the player in control rolls a 1, a 2 or a 3 with the D10.*

D10 are often numbered from 0 to 9. In *Hybrid* the 0 represents 10.

During the game, numerous modifiers can influence a Natural Roll. They can be positive or negative and influence the total that you must roll with the dice accordingly. The total sum of the warrior's NV and its modifiers determine the **Success Level** of the Roll.

SL = NV + 1 / WOUND (+MODIFIER(S))

Example 1: *an Hybrid is trying to injure an enemy with his sword. The Scorpion warrior hasn't sustained any Wounds and his NV is valued at 3. To succeed, he must roll 3 or less with the D10. However, the clone's sword affords him a +2 modifier in this situation, his SL is therefore 3 + 2 = 5. Hence the clone must roll a D10 and get a 5 or less to succeed.*

Example 2: *attacking an enemy from behind is easier and therefore the SL for such an Action is increased by 1 point. Our Hybrid's SL is therefore the sum of his NV (3), the bonus for his sword (+2) and the bonus afforded by the attack from behind (+1) or, 3 + 2 + 1 = 6. He succeeds if he rolls 6 or less with the D10.*

PERFECT SUCCESS & CRITICAL FAILURE

Perfect Success is achieved by rolling a 1 with the D10. In this case, the relevant Action is an automatic success. In this manner, an injured warrior can perform a last prowess even in the most desperate of situations.

N.B: *A lucky or well-placed blow that comes at just the right time can cause serious damage. Indeed, a Perfect Success during hand-to-hand combat or when firing inflicts an additional Wound on the designated enemy (see below).*

Example: *a warrior rolls a 1 on a Natural Firing Roll. His target loses not 1 but 2 NV points!*

Critical Failure occurs when a Natural Roll results in a 10. This has the opposite effect to a Perfect Success and symbolizes bad luck or clumsiness. The relevant Action results in hopeless failure regardless of any modifiers that might come into play.

Example: *a warrior endowed with a NV of 5 attempts a test with the benefit of a +5 modifier. Normally there shouldn't be a doubt about the manœuvre's success, but should the player roll a 10, the test will still result in failure!*

ROLLING 2D10

Some Actions require that several D10 be rolled simultaneously. When this is the case, the number of dice is indicated: for example, "roll 2D10" means that two D10 must be rolled. The player subsequently gets to keep the result of ONE of the dice.

POSITIONING THE WARRIORS

The warriors are positioned with reference to their four aspects: the front, the left side, the right side, the back.

In most cases a warrior's position is obvious, however, the postures of some warriors can be confusing at this stage of the game. If this is the case, tell your adversary at the beginning of the game which side of the warrior you consider to be the front. The rest will then fall into place.

The positioning of a warrior before and after he is moved is paramount. If you expose a warrior's back to his enemies, your error could prove fatal!

- **A WARRIOR IS MORE EASILY WOUNDED** from behind by an enemy. The Offensive Combat chapter gives you more detailed information on this aspect of the game.
- **A WARRIOR CAN ONLY ATTACK** an enemy who is in front of him although he can defend himself on both sides.
- **A WARRIOR CANNOT INTERACT** with surroundings that are behind him (open a door, activate a lever etc.)

Angle of vision

A warrior's angle of vision is determined by the front face of his base and is shaped like an inverted triangle (see diagram).

Line of sight

A warrior can see all the elements that are located within his line of sight. However, this line of sight can be blocked by numerous obstacles: figurines (friend or foe), walls, pillars and closed doors all block a warrior's line of sight.

IMPORTANT ! *The Hybrid Tiles represent the sinister laboratories built by Dirz the Heresiarch. They consist of experimental labs filled with strange instruments, linked by a maze of corridors, many of which have caved in. No notice should be taken of the elements depicted on the board – these do not impair the line of sight in any way. This is not the case of the various counters that you will have to position on the board or the walls that mark the boundaries between the different rooms.*

If you want to know whether a figurine can see an element of the game, trace an imaginary straight line between the warrior and the object in question. If there are no objects on this line, then you can assume that the warrior can see it.

The line of sight enables you to determine whether the different protagonists can see each other and whether it is possible for you to fire at an adversary.

Figurines's orientation

Direct diagonal

Angle of vision

Blind spot

Element of the scenery (pillar)

The Darkness of laboratories

The Scorpions' clandestine laboratories are particularly dark. The lighting is, at best, summary, and the flickering flames of the torches that adorn the walls make it impossible to see beyond 8 squares. This is also the maximum range of firearms.

Therefore, a warrior positioned 9 squares from the nearest enemy cannot be seen, even by an adversary looking directly at him.

MOVING YOUR WARRIORS

The game is now underway. You have positioned your figurines and established their order of activation. Now it is time to move your warriors...

Independently of the Action mode you have chosen (see Action mode section page 19), if you wish to move a warrior you will have to perform a Movement. The maximum number of squares the warrior can cover is indicated on the Profile card under the heading Movement. A warrior retrieves the totality of his Movement points at the beginning of each round.

ACTIVATION

The Hybrid warriors move one by one following the order determined by the players. This is called the **Activation Sequence.**

Firstly, the players make an **Activation Roll** using the D10. The player with the lowest score begins. He then chooses whether to activate his fighters first or to force his adversary to activate his warriors. If the scores are tied, the players should roll again.

The players then determine the order in which they will move their warriors. For this purpose, both players have several numbered counters that they place next to their warriors according to their chosen Activation sequence. Each warrior must have his own counter before the game can begin.

In order to keep the Activation sequence secret, the counters are positioned with their numbers hidden and the players choose the order in which they are distributed. Of course, the aim is to develop a strategy that will confound your adversary.

Example: *the player first places the counter nr. 4, face down, next to the warrior he wants to move in fourth position. His adversary wonders whether this will be the first warrior activated, or whether the player is bluffing.*

Once both sides have established their Activation Sequences and distributed their counters, the player who scored the lowest score on the Activation Roll reveals his first counter and activates the corresponding warrior.

Once the actions of this warrior have been completed, it is the other player's turn to reveal his first counter. The players take turns activating their fighters until all of them have been activated.

Example: *two players go to battle. The player who won the Activation Roll chooses to go first. He activates the figurine placed next to counter nr. 1 and completes its actions.*

It is then his opponent's turn and he activates the first warrior in his Activation Sequence.

This done, it is the first player's turn again and he activates the second warrior in his Activation Sequence...

This exchange continues until there are no warriors left to activate.

MOVEMENT AND BASE-TO-BASE CONTACT

Unlike in *Confrontation*, in *Hybrid* there is no fray. A warrior can move around freely as soon as he is activated even if he is in base-to-base contact with an enemy or if he is wounded. He must nevertheless have enough space and the Mt value needed to carry out this manoeuvre.

In *Hybrid* **a warrior cannot leave an opponent just to return into base-to-base contact with him on another square in one Movement**. This avoids "strategic retreats" followed by attacks from behind on the same enemy.

MOVEMENT AND WOUNDS

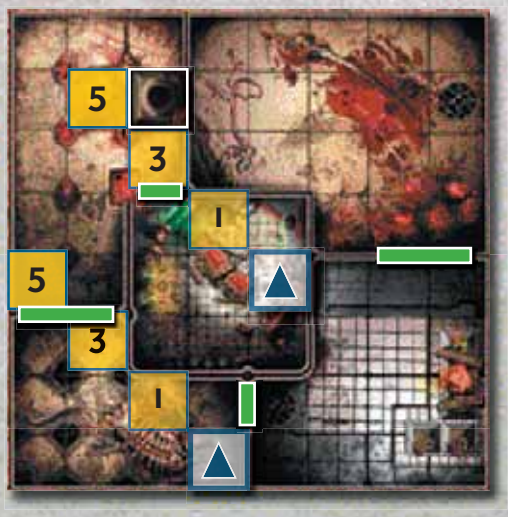
Like his NV, each wound suffered reduces a warrior's Movement by 1 point, the minimum being 0. If a warrior has been nursed back to health, his Movement value is revitalized proportionally to the number of NV points retrieved. The warrior cannot, however, exceed the Mt value on his Profile card.

Example: *a warrior has a Movement value of 7. If he suffers 2 Wounds, his Movement value becomes 5. During a round, an event enables the same warrior to retrieve 1 NV point. Accordingly, he retrieves 1 Movement point.*

SPECIAL MOVEMENTS

DIAGONAL MOVEMENTS: a warrior can move diagonally without relinquishing a Movement point. However, he loses 1 Movement point if he diagonally moves through a door, an angle in a wall or the base of a figurine.

If a warrior attempts to pass in between two enemies that are, respectively, in contact with his front and one of his sides (or his back and one of his sides), the penalties are not cumulative. Even if he passes betweentwo figurines diagonally, he only incurs one Movement penalty.



5 ACCUMULATED MOVEMENT POINTS

FIGURINE'S ORIENTATION

OPEN DOOR

ELEMENT OF THE SCENERY (PILLAR)

QUARTER-TURN: the first quarter-turn made by a fighter during his Movement doesn't cause him any penalty. All following quarter-turns cost him 1 Movement point.

Two quarter-turns made on the same square obviously count as a half-turn.

HALF-TURN: a fighter making a half-turn loses 1 Movement point.

Example: *to fulfil his Movement, a fighter with a Movement value of 5 can make a half-turn and then move 4 squares.*

MOVING SIDEWAYS: moving sideways costs 1 additional Movement point for every square moved

Example: *a fighter with a Movement value of 7 can make a sideways movement of 3 squares and can then still move forward by 1 square.*

RETREAT : in certain situations, it is necessary to retreat without turning one's back on the enemy. Each square covered by a retreating warrior costs him 1 additional Movement point.

OPENING AND CLOSING DOORS: a fighter standing in front of or next to a door can open it. In this case remove the Door counter and replace it with a Passage counter of the same size (simle or double). A fighter can also close a door that hasn't been destroyed or permanently blocked: then simply replace the Passage counter with a Door counter of the same size. Unless stated otherwise, carrying out one of these manoeuvres costs the fighter 1 Movement point.

WALKING THROUGH A FRIENDLY FIGURINE: a warrior can walk through one or more friendly figurines as long as they are not in base-to-base contact with enemy warriors, whatever the size of their respective bases. The friendly figurines can, however, be in base-to-base contact with other friendly warriors. The squares occupied by these warriors are counted as normal squares during the Movement. It is, on the other hand, impossible to end a movement on a square occupied by another warrior whether he be a friend or a foe. Similarly, a warrior cannot walk through a friendly figurine in order to engage an enemy in base-to-base combat.

JUMPING OVER A TRAPDOOR: a warrior can jump over a trapdoor to avoid falling and injuring himself. This type of Movement costs 1 extra Movement point. Furthermore, the warrior has to make a Natural Roll. If it fails, he fails to clear the trapdoor and incurs a Wound. He loses 1 NV point.

Trapdoors are not considered to be obstacles as far as the line of sight is concerned.

A warrior standing on a closed trapdoor that opens suddenly incurs a Wound that is impossible to avoid. The same is true of a warrior who is pushed into an open trapdoor by an enemy... or who is forced to end a Movement on a square occupied by an open trapdoor.

A warrior who falls into the trap after it has opened is permitted to climb out without incurring a Movement penalty. However, the Wounds are still applicable.

Example: *an Aberration rids itself of a Purifier by using its BrutishStrength / 2 Aptitude. The Griffin is pushed two squares backwards. Alas, the square behind him is occupied by an open trapdoor. He suffers a first Wound because he met an obstacle that prevented him from completing a forced Movement, and a second, because he fell into an open trapdoor. The situation is desperate...*

SCALING FALLEN ROCKS: Walking over a zone obstructed by fallen rocks causes 1 Movement penalty, except for creatures endowed with Velocity. A warrior cannot end a Movement on a square obstructed by fallen rocks.

A warrior pushed onto a square covered in fallen rocks suffers a Wound.

A warrior endowed with the Titan Aptitude is not impaired by fallen rocks: he can walk over or end a Movement on an obstructed zone and does not suffer a Wound if he is pushed onto the affected zone.

ENTERING AND LEAVING A LABORATORY: on certain missions, the protagonists begin their quests outside the laboratory and can only enter via a square occupied by an Access – Entry counter. Put the warrior who wants to enter on top of the counter. This counts as a Movement and costs the warrior 1 Movement point.

The warrior can only exit a laboratory via a square occupied by an Access – Exit counter. To leave the laboratory, the warrior must have at least 1 Movement point in reserve when he lands on the Exit square.

NB: *Only warriors endowed with the Puny Aptitude can exit a laboratory diagonally.*

Whichever Special Movement is used, don't forget to face your figurine in the appropriate direction.

Forbidden MOVEMENTS

Even with the best will in the world, some places remain inaccessible to any beings.

Unless he uses a Novice Move (see Action modes section) a warrior cannot walk on a square occupied by an enemy.

Furthermore, it is impossible to end a Movement on a square occupied by another figurine.

Logically, warriors cannot walk through walls or closed doors. They must also avoid insurmountable obstacles. These are occupied by counters to warn off warriors.

Finally, it is only possible to walk through a door, down a corridor or to stand in a room if the width of the front edge of the warrior's base allows him to do so.

Example: *the front edge of an Aberration's base occupies two squares. The creature is too big to walk down a corridor that is only one square wide. Griffin warriors should bear this in mind when they are fighting such beasts!*

A warrior who is unable to cross such a zone can, however, fight an enemy base-to-base, even if it is in an inaccessible zone.

Accepting a SCENARIO OBJECTIVE

Some *Hybrid* scenarios depend on specific battle objectives, such as activating a special button, retrieving an artefact or freeing an ally for example. In most cases the objective is represented by an Objective counter placed on the board.

To accept an objective, a warrior must end, or choose to end a Movement (it is possible to keep Movement points in hand that you don't use) on the square occupied by the Objective counter. The warrior can however, if he chooses, make a quarter, or a half turn if he has the possibility to do so.

A warrior located on an Objective square is not obliged to accept the mission. The player need only say that he chooses not to accept the charge. A clone can, for example, guard the access to the button that opens the cells without pressing it.

Once an Objective has been accepted, the counter is removed. Consult the mission instructions to determine the corresponding game effects.

Warriors ranked 0 cannotacceptmission objectives.

ACTION MODES

There are 4 Action modes in the *Hybrid* game: Offensive Combat, Defensive Combat, Firing and Moving. Each one is represented on the Profile cards by pictograms accompanied by the corresponding value.

Each mode has six Levels of Mastery: **Basic, Novice, Skilled, Expert, Master and Heroic.** Some say that legendary warriors even developed a seventh level, but this is just a rumour...

Like the NV, each Action mode is reduced by l point each time the warrior suffers a Wound. The value of an Action mode cannot be less than l.

The numbers that figure on the Profile cards indicate the warriors' maximum Levels of Mastery in each mode. This value can exceed 6 to reward a warrior who continues to accomplish brave feats while injured. **A warrior masters his level and ALL inferior levels.**

A warrior who wishes to use a Level of Mastery cannot do so unless he is in the corresponding mode and has the necessary level to activate it.

Example: *a warrior with an Offensive Combat value of 4 can use the Levels of Mastery 4, 3, 2 and 1 in Offensive Combat mode when he chooses this mode.*

Calling upon the right Levels of Mastery at the right time can have spectacular results, especially levels 5 and 6. Wisdom dictates, however, that these levels should be used sparingly and that it is more prudent to use the basic levels – although they lack the panache of the higher levels, they can still be dreadfully efficient.

Choosing an ACTION MODE

The warrior's mode is chosen and announced when he is activated during the Activation Sequence. If the chosen mode is Moving, the Level of Mastery has to be announced before any Movements are made. If another Action mode is chosen, the warrior makes his Movement and when it is over, announces which Level of Mastery he will use.

A warrior can only choose one mode per round.

The modes and Their levels of MASTERY

Offensive Combat (OC)

Choosing OC is the easiest way for a warrior to attack an enemy in base-to-base combat. The enemy must, however, be in contact with the front of his base. The front of a large figurine's base (2 squares by 2) can be in direct contact with two smaller enemies (l square only). In this case, when it attacks, the bigger figurine can only engage one of the smaller foes.

A warrior cannot engage an enemy who is located on a square diagonally adjacent to his own. Combat is only possible if two enemies are in base-to-base contact along an entire edge (front, right, left or back), and not just with their corners touching.

Furthermore, when his Activation counter is revealed, a warrior can go into Offensive Combat mode and attack any enemy in base-to-base contact with him. When this happens, the figurine is turned to face the designated target.

If the designated target has its back turned towards the assailant, the latter benefits from a l-point SL bonus on his Natural Roll.

l/ Basic Strike: the Basic Strike enables a warrior to attack an enemy in base-to-base with the front of his base.

2/ Novice Strike: this Level of Mastery enables the warrior to ignore his Wounds when calculating the SL before attacking an enemy. If the warrior is not injured, this bonus is ignored.

3/ Skilled Strike: if the warrior succeeds in wounding his target with his first attack, a second attack can be attempted. The second attack doesn't take into account any Action points that might have been played during the first and no other Action cards can be used at this point. However, all other modifiers (Natural Capacities, attacks from behind...) are taken into account.

4/ Expert Strike: this Level of Mastery enables the warrior to scale the heights of the very best duellists. The warrior benefits from a +2 SL bonus on Natural Rolls.

5/ Master Strike: the Master Strike enables the warrior to throw 2D10 simultaneously for the Natural Roll. Only one of the results is taken into consideration.

6/ Heroic Strike: the warrior activates a deadly secret weapon. If his Natural Roll is a success, two Wounds are inflicted on the hapless victim instead of one. If the Natural Roll results in a Perfect Success, the victim suffers three Wounds.

Defensive Combat (DC)

Defensive Combat is the only mode that enables a warrior to avoid injury. It consists of numerous, complex parries, sidesteps and unexpected counter-attacks. Defensive Combat can be a very useful means of delaying an enemy until help arrives, protecting an entrance or crossing a combat zone safely...

Once engaged, the Defensive Combat mode comes into effect at the front and on both sides of the relevant warrior. In other words, this mode is of no use in repelling an attack from behind.

A warrior remains in Defensive mode for as long as it takes for an enemy to strike him or until a different mode is engaged. A warrior can, therefore, remain in Defensive mode from one round to the next, between the end of the round in which he was activated and his reactivation in the following round. Place a Defensive Combat counter next to the warrior.

However, a warrior who suffers a Wound in this mode immediately leaves it.

1/ Basic Parry: a Natural Roll for a Basic Parry enables the warrior, if it is successful, to sidestep an attack. The Basic Parry can also be used to evade a long-range attack, a rifle shot for example.

2/ Novice Parry: the enemy suffers a Wound if he rolls a Critical Failure when his attack is countered by a Novice Parry, or if you roll a Perfect Success when using the Novice Parry. The Novice Parry can only be used when fighting in base-to-base contact.

3/ Skilled Parry: a warrior who succeeds a Skilled Parry Roll can immediately attempt a Basic Strike as if he were in Offensive Combat mode. This represents an audacious counter-attack. No Action cards can be used to increase the chances of success of such a counter-attack however. The Skilled Parry can only be used when the aggressors are in base-to-base contact with one another.

4/ Expert Parry: few things can pierce the invisible barrier that is formed by the Expert Parry. The warrior who engages this Level of Mastery makes a Natural Roll with a +2 SL modifier. The Expert Parry can only be used when the aggressors are in base-to-base contact with one another.

5/ Master Parry: not even the rain can penetrate the shield of a warrior protected by a Master Parry. He rolls 2D10 instead of one for his Natural Roll and keeps the one that suits him to determine his Action's result. The Master Parry can only be used by fighters in base-to-base contact.

6/ Heroic Parry: the warrior who engages this Level of Mastery can attempt to avoid all the attacks perpetrated against him during the round even if he is wounded by one of them. This function also repels long-range attacks. The warrior remains in Heroic Parry mode until another mode is chosen during his activation.

Firing (F)

Being able to kill from a long distance is a rare and valuable talent in *Hybrid* because it enables a single warrior to police a large territory. Only a warrior equipped with a projectile weapon and endowed with a numbered value in Firing mode can use such a weapon. To do this he has to select the Firing mode and choose a relevant Level of Mastery.

The number of potential targets depends on the warrior's angle of vision. It is possible to shoot at another warrior, the ground or an obstacle. The only required condition is that the target be located within the warrior's direct line of sight. A warrior cannot fire upon a target that he cannot see. Unless he has the Eye of the Lynx / X Aptitude, when he is located inside the Heresiarch's laboratories, a warrior's angle of vision has a range of 8 squares and rotates through 180° (to the left, the right and straight ahead).

Therefore, in order to fire at a target, the warrior must be located within range and in direct view of the target.

It is easier to hit creatures that occupy a large space. A warrior benefits from a +1 SL modifier during a Natural Roll if he chooses to fire at a creature with a large base (2 by 2 squares).

However, if the target is partially hidden by fallen rocks, the warrior is handicapped by one –1 SL modifier for each affected square in his path during the Natural Roll. This is a cumulative penalty that is multiplied by the number of affected squares.

Example: *a Purifier empties his weapon at an enemy. Three squares covered in fallen rocks lie between the warrior and his target. The SL for the Purifier's roll is therefore reduced by 3 points.*

1/ Basic Firing: Basic Firing enables a warrior to attack an enemy from a long distance away. The target must be within range and in direct view.

It is impossible to fire at an enemy in base-to-base contact. In order to use Basic Firing, there must be at least one square separating the target from its assailant.

2/ Novice Firing: Novice Firing enables a warrior to fire in all directions. He is able to shoot at an enemy located behind him or to either side of him if he wishes to. The target must, however, be located in direct view of its assailant if the attack is to be successful.

Novice Firing also enables a warrior to fire at an enemy in base-to-base contact with him.

3/ Skilled Firing: a warrior can use Skilled Firing when no enemies are located in his line of sight or in base-to-base contact with him. No roll of the dice is necessary – the warrior automatically adopts an ambush position. Place a Skilled Firing counter near the warrior to signal his state. A warrior in Skilled Firing mode cannot move without losing his counter. He also loses his counter and the benefits of this Level of Mastery if he adopts another Level of Mastery, if he suffers a Wound or if an enemy ends a Movement in direct contact with his base.

A warrior in Skilled Firing mode empties his weapon at any enemy who crosses his direct line of sight. When this happens, make a Natural Firing Roll for the first fighter in Skilled Firing mode.

- If he eliminates the target by firing upon it, the warrior remains in Skilled Firing mode. He can then fire a second time if the opportunity arises during the game. Any other warriors in Skilled Firing mode aiming at the same target haven't fired and are not activated.
- If the warrior fails to eliminate the target, then the next fighter in Skilled Firing mode fires. This fighter aims at the same target according to the Skilled Firing Activation Sequence.

Each Skilled Firing counter bears a number so that it is always clear which warrior takes precedence. Thus, as soon as an enemy enters the line of sight of several warriors in Skilled Firing mode, they fire in turn beginning with nr. 1. Hence, the firing sequence bears no relation to the Activation Sequence.

If no enemies come within range, or if an opponent is eliminated following a Skilled shot, the warrior can keep his Skilled Firing counter between rounds. The warrior is subsequently withdrawn from the Activation Sequence and the counter remains in place. The warrior is considered to be in Skilled Firing mode from the onset of the round and can fire twice in succession as stipulated above providing he meets the required conditions.

During the resolution of Skilled Firing, only the targeted warrior can employ several Action cards. For his part, the warrior who engaged Skilled Firing can only use one.

4/ Expert Firing: this Level of Mastery enables a warrior to target an enemy that is hidden behind another warrior – whether the obstruction is due to a friend or an enemy. In order to accomplish this feat, the assailant must not be in direct contact with an enemy. The target, even if it is not in direct view, must be located within the assailant's "potential" line of sight.

It is impossible to target a warrior hidden behind two or more warriors. Similarly, Expert Firing doesn't enable a warrior to target an enemy endowed with the Puny Aptitude who is hidden behind another warrior.

5/ Master Firing: marksmen endowed with Master Firing are rightly feared by their enemies because this Level of Mastery enables the player in control to roll 2D10 for a Natural Firing Roll. The best result determines the outcome of the Action.

6/ Heroic Firing: this is the exclusive art of those who consider long-distance combat to be the purest form of battle. A warrior who has mastered Heroic Firing can fire twice during each round.

The two shots are declared and resolved at the same time. If any Action cards are played, they must be specifically associated with one or the other of the shots. The opposing players only has one Action card at his disposal with which to parry the manoeuvre.

Moving (Mv)

A warrior needn't necessarily be in Moving mode to walk around the board, he can also call upon his Movement / Mt value.

The Moving mode only exists to enable warriors to execute specific manoeuvres in relation to different types of movements: running, sliding, brutal charges and furtive movements are the typical fare of this highly strategic mode. The judicious use of the Mv mode can change the very outcome of a game.

This mode must be announced as and when a figurine is activated. A specific Level of Mastery must also be chosen.

A warrior in Moving mode doesn't lose any Movement points when he opens or closes a door.

1/ Basic Move: this Level of Mastery enables a warrior to move around the board more quickly than he usually would. The warrior making a Basic Move benefits from a +2 modifier in Movement.

2/ Novice Move: this Level of Mastery enables a warrior to run straight through his enemies regardless of how powerful they are or to sidestep them in an acrobatic fashion. Hence the warrior is able to pass through a square occupied by an enemy.

However, enemies endowed with the Titan Aptitude cannot be brushed aside in this way unless the aggressor himself is also a Titan.

The Novice Move is ineffective when employed against an enemy in Defensive Combat mode.

3/ Skilled Move: this Level of Mastery enables a warrior to hinder an enemy's Movements. A warrior in Skilled Move mode who has travelled at least one square before coming into base-to-base contact with an enemy, stops this enemy from using his Movement value until the end of the round. The victim is unable to move around the board, but he is still able to attack and to defend himself. A Skilled Move counter is placed next to the victim of this effect.

This Level of Mastery has no effect on enemies endowed with the Titan Aptitude.

4 / Expert Move: the Expert Move is a devastating charge! Like the Skilled Move, this Level of Mastery enables a warrior to hinder his enemy's movements. It functions in the same way and an enemy who is intercepted in this manner can no longer use Movement or the Moving mode and incurs a –2 modifier on all Natural Rolls. Place an Expert Move counter next to the victim of this effect.

The designated target of the Expert Move must be in the aggressor's direct line of sight when the use of this Level of Mastery is announced.

This Level of Mastery has no effect on enemies endowed with the Titan Aptitude.

5/ Master Move: stealth can enable a warrior to avoid many a senseless combat... A warrior using this Level of Mastery moves around rapidly and in complete silence. This Level of Mastery inflicts a –2 SL modifier on all enemies who attempt to trouble a warrior by shooting at him or by attacking in Offensive Combat mode.

6/ Heroic Move: this enables a warrior to move around like the wind as if he were being chased by the hounds of hell. If he is not blocked (by enemies using a Skilled or Expert Move for example), at the end of a round, a warrior can move by an additional number of squares equal to his current NV using the Heroic Move.

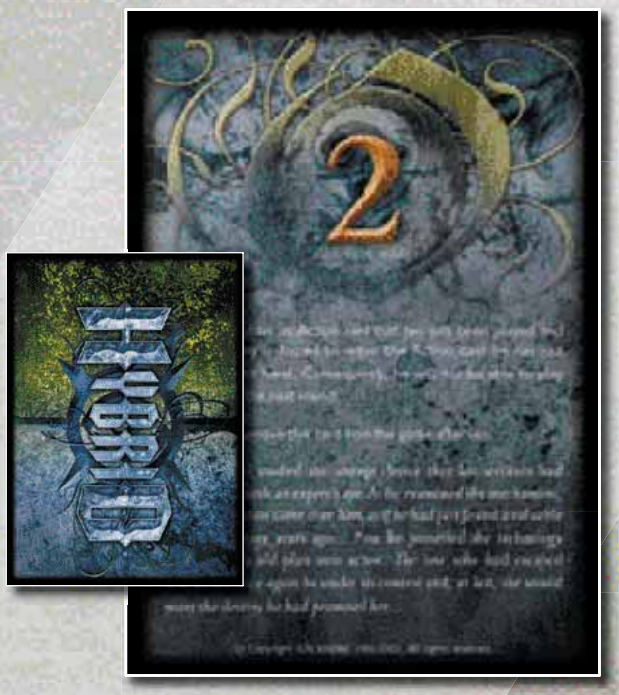
CARDS

Action CARDS

On each of the *Hybrid* Action cards you will find a number between 0 and 4 (**Action points**) and a short text (**the Action effect**).

Each Action card can be played in a number of ways and when he chooses to play an Action card, the player has to decide whether he will use the Action points **or** the Action effects of the card.

Once played, the Action card is discarded and any unused effect is lost.



Distribution

Before the game begins, shuffle the Action cards thoroughly. Each player then draws four cards. When he has looked at his cards, a player can decide that he's not satisfied with his draw. In this case he can choose to discard his first draw (the cards are placed at the bottom of the deck) and draw three new cards. He cannot reject the second draw.

Cards drawn during the game

It is possible to obtain new Action cards during the course of the game. A player draws a card each time one of his warriors is eliminated by an opponent. Once the deck has been exhausted, however, no further cards can be drawn.

NB: *If a warrior is eliminated by friendly fire, the player cannot draw another Action card!*

Example: *a Scorpion warrior sacrifices one of his Pests of Flesh using the Sacrifice Aptitude. Since the death is the doing of a Scorpion clone, the player is not allowed to draw another Action card.*

Natural roll Modifiers

When a warrior accomplishes a risky, intrepid feat, the player in control can choose to provoke destiny by using one or several of his Action cards at once. He must inform his adversary which card(s) he intends to use. This announcement must be made before the dice have been rolled. As long as he hasn't announced if he is or isn't using Action cards in this round, the player's adversary cannot use his own Action cards (in a surprise attack for example).

When an Action card is played to assist a Natural Roll, it is placed **face up**. The player must then decide whether he wishes to use the **Action points** or the **Action effects** linked to the card.

Action cards are only used punctually when a player has already decided on a mode for one of his warriors. If the chosen Level of Mastery enables the relevant warrior to accomplish several Actions, the player must tie each card to a specific Action. It is possible to accumulate the effects of several cards during the same Action.

The bonuses afforded by an Action card cannot, under any circumstances, be used during a Natural Roll occasioned by an Event card, an Equipment card or an Aptitude.

A player who doesn't wish to use an Action card for one of his figurines must announce this decision. This decision is irrevocable.

This aspect of the use of Action cards is very important when playing a Hindrance. A Hindrance allows an opponent to play one **and only one** Action card to hamper the active warrior's manoeuvres. When this is achieved, the player in control of the figurine can, if he so desires, choose to play one or more Action cards to try and weaken the Hindrance's effects.

If the player who controls the active warrior has decided not to use an Action card, his adversary can still play a Hindrance. In this instance, only one Action card is played – that belonging to the adversary!

As with the positive effects of an Action card, a Hindrance must be played to favour either the **Action points** or the **Action effects.**

When the two players have finished playing their Action cards, total up the sum of the modifiers and apply them. Whatever the result, the Action cards are subsequently discarded.

Action Points

If the player chooses to use the Action points on the card, these will have a positive effect both on the SL of his Natural Roll and on the values of the chosen Action modes.

He will then be able to choose a higher ranking Level of Mastery in the chosen Action mode as well as having a better chance of success in his roll of the dice.

Example: *the Scorpion player decides to use an Action card for his unwounded Hybrid's Offensive Combat. The value indicated on the card is 2. Therefore, the value of the Hybrid's Offensive Combat is the sum of its NV (4), added to the value of the Action card (2) or, 4 + 2 = 6. Subsequently, if he so wishes, the player can use the Offensive Combat mode at the sixth Level of Mastery (Heroic Strike).*

Furthermore, the clone benefits from a +2 modifier on the SL of its attack thanks, once again, to the bonus provided by the Action card.

If the Action points are used for a **Hindrance**, they are employed as **negative** modifiers on the Action mode of the adversary and his SL during the Natural Roll.

The value of an Action mode can never be less than 1.

Action Effects

A player who would rather use the text on the card than its value reads the card out loud. The effect is applied immediately.

Whether the effect enables the owner to steal a card from his adversary or to revive a discarded Action card, the new card can only be played during the Activation of the next warrior, whether he be a friend or a foe.

If the effect is chosen in the context of a **Hindrance**, it must be applied to the adversary's warrior.

Use during Activation rolls

The players make an Activation Roll in order to determine who will move the first figurine. Each side then decides on the order in which the different warriors will be played and places the numbered counters face down on their respective bases. The player who won the Activation Roll chooses who will begin the Activation Sequence. The opposing factions take turns placing their warriors on the board one by one in the predetermined order.

After the second round of play, the players can use one or more Action cards to assist them in the Activation Roll.

Before making the Activation Roll each player, beginning with the one who won the previous Activation Roll, states whether he wishes to use one or more Action cards to assist his roll. If he decides to use any, he places a card face down on the board. His adversary can then do they same if he wishes. The "auction" continues in this fashion until the players decide to stop.

The cards are then revealed. Each player adds up the Action points on his cards. They can then reduce their scores in the Activation Rolls by the number of Action points they have chosen to play.

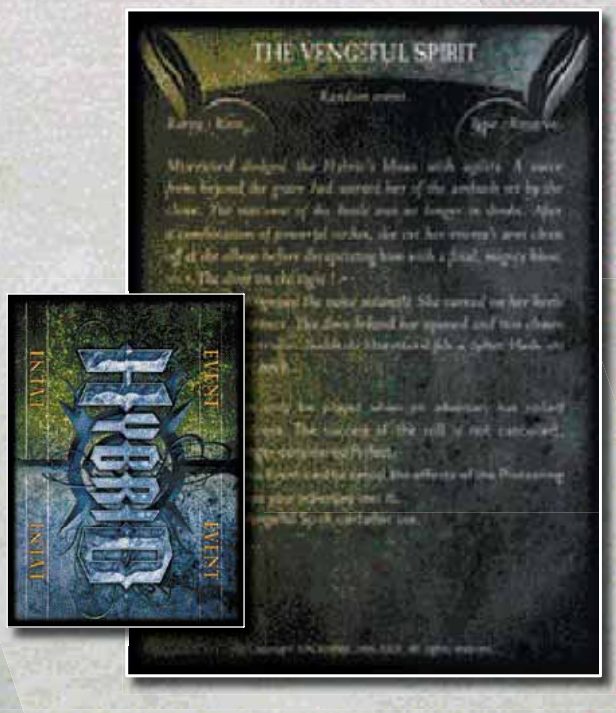
If the scores are tied after the roll, roll the dice again until there is a winner. The only exception being when one player has rolled a "1" (Perfect Success) and his adversary has achieved a "1" only after deducting his Action points. In this case the first player wins the test.

A player who rolls a "10" (Critical Failure) loses the test automatically even if he has engaged Action points that allow him to change this result.

If both players achieve Perfect Successes or Critical Failures simultaneously, the dice are rolled again without taking into account the modifiers occasioned by the Action points.

When the Activation Roll has been made, the Action cards are discarded.

Event CARDS



When a warrior has been activated, a player can use as many Event cards as he sees fit.

The event cards supplied with the game come in three categories each of which includes nine cards:

- **Random**
- **Strategic x 7**
- **Field**

Furthermore, the rarity of each card is also indicated on the card:

- **Common**
- **Rare**
- **Very Rare**

A third category indicates when the card can be played:

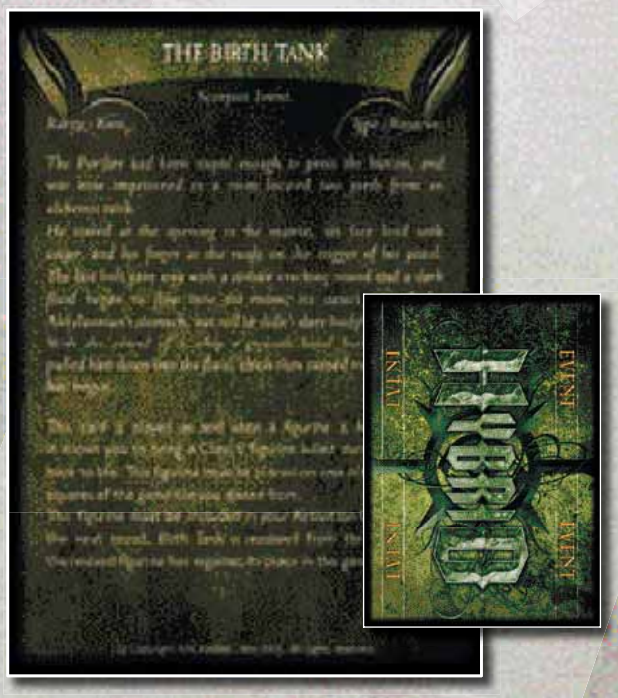
A card bearing the name "**Interruption**" must be played as soon as it is drawn. Once it has been used the card is discarded.

A "**Reserve**" card can be kept in reserve. The player can then play it during any Activation Sequence at an opportune moment.

When he chooses to play the card, he must designate a specific friendly or enemy warrior target. Once it has been used the card is discarded.

A "**Constant**" works in the same way as a Reserve card but its effects can last several rounds. Once uncovered, the card is placed face up next to the player as long as its effects remain active. It is then discarded.

Army CARDS



Like Event cards, Army cards are classified according to category, rarity and function. However, unlike Event cards, they are reserved for the exclusive use of the people they represent.

At the beginning of the game, the players shuffle the Army cards that are relevant to their people. They then randomly pick two that are kept close at hand without looking at them until they are used.

First contact

When "First Contact" is established with the enemy, each player draws one of his Army cards and applies the instructions if necessary. First Contact is made when the two players have established a direct line of sight between their armies or when a first attack (at a distance or in hand-to-hand combat) has been resolved.

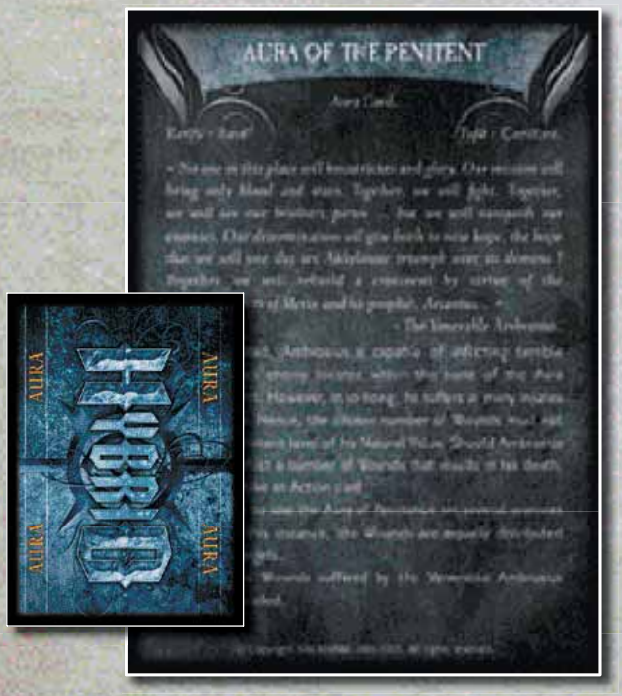
First blood

A player draws his second Army card when one of his warriors has been withdrawn from the board for the first time.

Equipement CARDS

The Equipment cards supplied with *Hybrid* are divided between the warring factions. They come in two categories: Aura cards and Mutation cards. The Aura cards are the strict reserve of the Griffin warriors while the Mutation cards belong to the Scorpion faction.

Aura cards



The Venerable Ambrosius has enormous power and this sets him aside from common mortals. Indeed, he can summon Auras that can modify the environment or influence the behaviour of his warriors. At the beginning of the game, the Griffin player shuffles the Aura cards and draws three. Having studied them, he discards one and keeps the other two. These are the Auras that Ambrosius will be able to use during the game.

The Auras never affect Ambrosius himself so he cannot benefit from them personally but they have a profound effect on the warriors that fall within their zone of influence.

Ambrosius can activate an Aura, swap Auras or even abandon his powers when he is activated during the Activation Sequence. The name of the chosen Aura and, when necessary, its effects, are revealed to the adversary. Ambrosius's Aura remains active until his next activation.

The effects of an Aura apply before the choice of the mode and the corresponding Level of Mastery is made.

Mutation cards

The Mutation cards enable the Scorpion player to apply the various genetic mutations operated on his warriors by the sinister Dirz scientists.

At the beginning of the game, the Scorpion player shuffles the Mutation cards and draws three at random. Having studied them, he discards one and keeps the other two. These cards describe the Mutations that his combat clones will undergo during the game.

Only a warrior endowed with the Mutation/X Aptitude, where X is replaced by a number equal or superior to 1, can use Mutation cards. He can receive as many as the value X bound with the Aptitude.

The Scorpion player can distribute his cards among his warriors in two ways:

- At the beginning of the first round during the first Activation of the warrior he wants to award a Mutation card to.
- Later in the game during the Activation of a warrior he wants to award a Mutation card to. This way he can create an element of surprise. Yet the effects of a Mutation card are not retroactive and so rolls made prior to this point cannot be modified.

Once the Mutation card has been awarded, it becomes impossible to transfer it to another warrior. If the warrior in question is eliminated, the relevant Mutation card is discarded. However, certain effects can linger on after the death of the owner of a Mutation card. If this arises, the consequences and the specific rules relating to such an event are listed on the Mutation card itself.

COUNTERS

The *Hybrid* game uses numerous counters that can have a significant impact on how a game unfolds.

Certain counters are there to help the game run smoothly and have no real effect on the evolution of the game, others have vital strategic significance and can have an important influence on the game.

The *Hybrid* box contains more counters than are strictly necessary. This enables you to introduce other warriors from the *Confrontation* series into your games as well as allowing you to replace lost or damaged counters.

To avoid unnecessary confusion, counters that are no longer relevant to the game should be removed from the game board.

ACCESS COUNTERS

Double Access

Simple Access

Access Counters represent the laboratory entrances and exits.

ACTIVATION

Griffon

Dirz

The Activation counters are used to determine the order of the various warriors in each camp's Activation Sequence.

Some missions allow you to select your warriors according to Rank, which lets you either deploy many fighters of lesser strength or a small troop of elite warriors. The Activation counters are numbered from 1 to 10 and there are two of each (one for each camp) to allow for greater flexibility, whatever the type of game chosen.

WOUND COUNTERS

When a warrior suffers a Wound, his Natural Value decreases by one point. Wound counters are used to keep count of the number of Wounds a warrior has suffered at any given moment in the game.

A player gives each of his warriors a Wound counter. These can subsequently be placed on his army's cardboard specification sheet. By moving the counters each time warriors are wounded or healed, it becomes easy to determine the NV of a given warrior.

PILLAR AND FALLEN ROCKS COUNTERS

Pillar

Fallen Rocks

Fallen Rocks

Pillar and Fallen Rocks counters represent those elements of the scenery that block, either partially or entirely, the access to a given area of the playing board. A Pillar Counter blocks access and lines of sight like a wall.

A Fallen Rocks Counter, on the other hand, is a form of obstruction that limits movement and firing options. See the rules on page 17 for the effects of Fallen Rocks.

EVENT COUNTERS

Event (Front)

Event (Back)

Explosion
(see next page)

Each laboratory exploration requires numerous Event counters that are placed in accordance with the mission diagram.

An Event counter represents an unexpected event that takes place during a mission. Within the game environment this kind of event is provoked by the players. In order to pick up an Event counter, a player has to end a movement on a counter and declare it activated.

Once this has happened, the counter is turned over because some Events are traps. If this is not the case, the counter is discarded and the player draws an Event card.

Event counters can only be picked up in turn – the same player cannot activate two Event Counters in a row. It is, however, possible to occupy the same square as an Event Counter without activating it.

Example: *the Scorpion player has activated the first Event counter of the game. He cannot activate a second Event counter until his Griffin adversary has, in turn, activated one himself.*

The activation of an Event counter shouldn't be taken lightly because it gives your adversary the opportunity to activate the next one – an act that might be decisive at critical moments.

Template COUNTERS

Cloud of gas

Charnel House

A Template Counter, commonly known as a Template, covers a surface area of 2 by 2 squares. When a Template is used on the playing board, it must precisely cover the 4 squares that its effect influences.

Mode COUNTERS

Defensive Combat | Skilled Move | Expert Move | Skilled Firing

The violence of combat can cloud the judgement of participants. Mode counters enable players to tell, in the blink of an eye, whether adjacent warriors are using Capacities that might last several rounds. The relevant counters are placed next to the warriors to remind the players of their capacities until such time as these are withdrawn. There are four types of Mode counters: Defensive Combat, Skilled Move, Expert Move and Skilled Firing.

Skilled Firing Mode counters are numbered from 1 to 10. This enables players to tell which warrior activated the Skilled Firing mode first and to determine the order of firing when several warriors using this mode are in a position to fire at the same target.

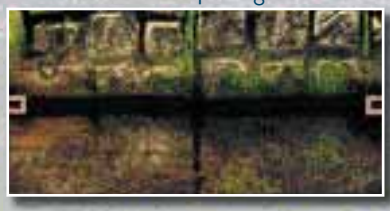
Objective COUNTERS

The extermination of an enemy is not the only way to win a game. In order to vanquish adversaries bent on carnage, players require strategy and invention. The *Hybrid* missions often present the players with opportunities to win the game: the activation of laboratory self-destruction; the retrieval of an artefact; the sabotage of vital clone tank mechanisms. These goals are represented by Objective counters.

Objective counters are numbered from 1 to 6, since certain missions require several objectives to be completed in a specific order.

Passage COUNTERS

Double passage



Single passage

A Passage counter represents an opening between two rooms, a corridor and a room or juxtaposed Tiles. Passages do not block lines of sight and a warrior can be placed on a Passage. As with Door counters, there are two types of Passage counter: **simple** and **double**.

Trap COUNTERS

Victims of a paranoia born of their confinement, the Technomancers of the Hybrid Project often set traps in their laboratories to discourage intruders and eliminate pursuers.

The section devoted to mission instructions indicates how many Trap counters can be added to the Event counters. Once the different counters have been mixed, distribute them randomly on the Event squares shown on the mission diagram.

The Trap is released when a warrior lands on it and turns the counter over having declared it activated. The warrior must roll a Natural Roll with a +3 SL modifier. If it succeeds, the trap is avoided, if it fails, however, he incurs an unavoidable Wound.

Door COUNTERS

Double Door

Single Door

Doors, airlocks and other immovable barriers are excellent places to set ambushes and ideal ways to move out of an adversary's view. Doors must be positioned vertically on the board. Their physical appearance has no influence on the game whether they are represented as being out of metal or worm-infested wood.

There are two types of door in *Hybrid*:

- A **single door** occupies one square. This type of door cannot be used by large warriors (2 by 2 squares);
- A **double door** occupies 2 squares.

Trapdoor COUNTERS

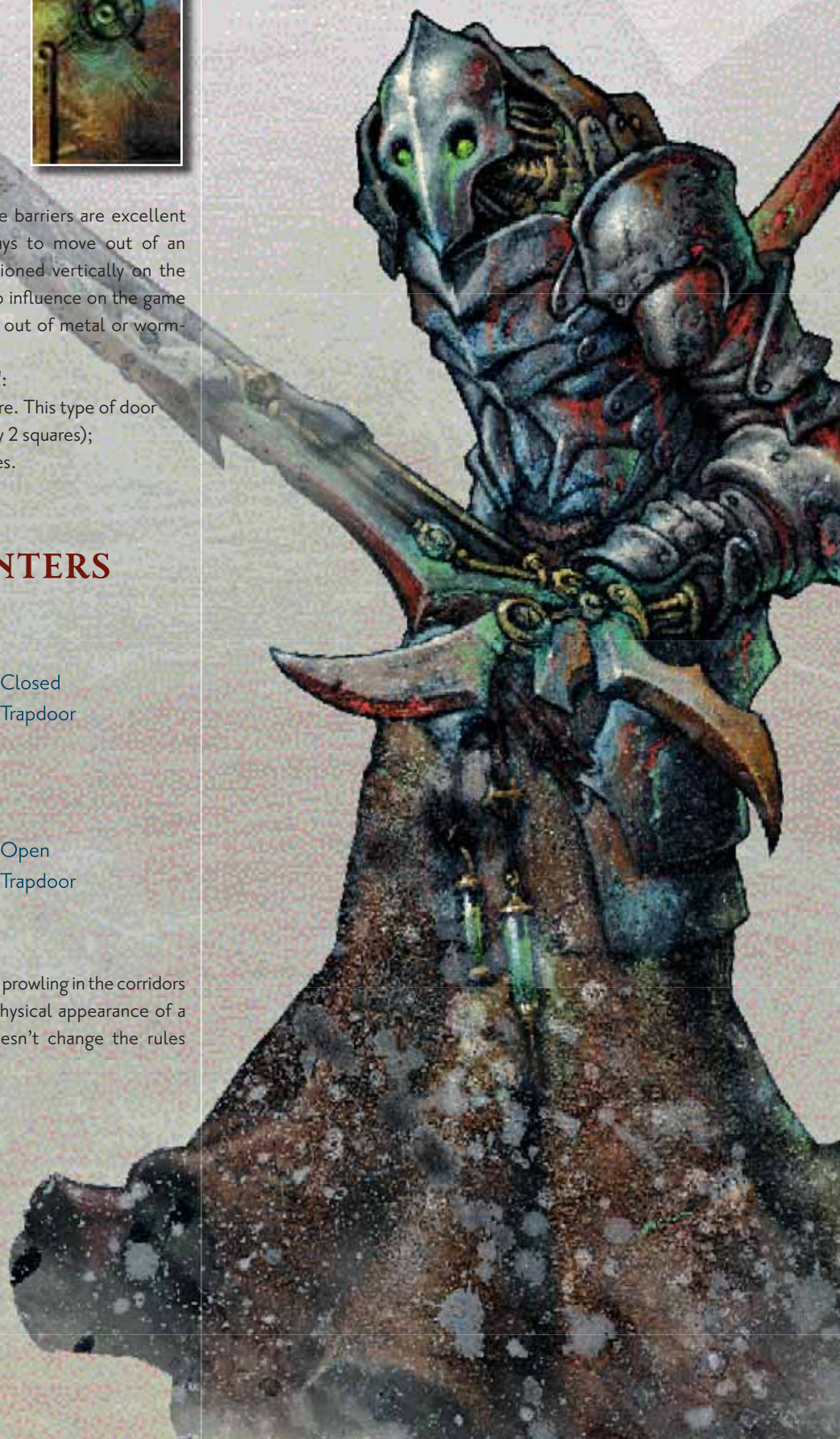
Closed Trapdoor

Open Trapdoor

Trapdoors are a real danger for warriors prowling in the corridors of the Heresiarch's laboratories. The physical appearance of a Trapdoor (a pit filled with spikes) doesn't change the rules associated with it.

A closed Trapdoor doesn't hinder the warriors' movements. Until a Trapdoor is opened, it remains inoffensive.

As soon as a Trapdoor is opened, replace the Closed Trapdoor counter with an Open Trapdoor counter. Turn to page 17 of this booklet for the rules concerning the opening of a Trapdoor.



APTITUDES

Aptitudes represent the various Hybrid warriors' special capacities. An Aptitude is a learned ability or an inborn talent that, while it might vary in aspect from one warrior to the next, always manifests itself in the same way in the game. An Aptitude cannot be gained using an Action mode.

Some Aptitudes are permanent and last throughout the game.

Others have a punctual or limited influence and need to be activated before they can be used. These are "optional" Aptitudes. In this case, announce which Aptitude you want your warrior to use. Once declared, an optional Aptitude cannot be withdrawn. Some Aptitudes are followed by a "/X". The X is replaced by a value that figures on the relevant warrior's Profile card.

COMBINED ATTACK/X : this optional Aptitude enables a warrior to make a number of free additional attacks – a maximum of one per round – during the game. The number of additional attacks that are permitted is determined by the X on the warrior's Profile card.

To accomplish a Combined Attack, a warrior must be in base-to-base contact with the target and in Offensive Combat mode. The additional attack must be declared immediately before the Natural Roll is made for the first attack. If the first attack should eliminate the opponent, the Combined Attack is lost.

Whether the first attack succeeds or not, the assailant can attempt to wound his enemy again with a Natural Roll based on the NV that figures on his Profile card, and not the value he has when making his second attack. Should he succeed, the target automatically loses a Wound level.

NB: *The Defensive Combat mode doesn't enable the target to avoid the second strike of a Combined Attack.*

Example: *a warrior with the Combined Attack/3 Aptitude can attempt up to three Combined Attacks during the game at a rate of no more than one per round.*

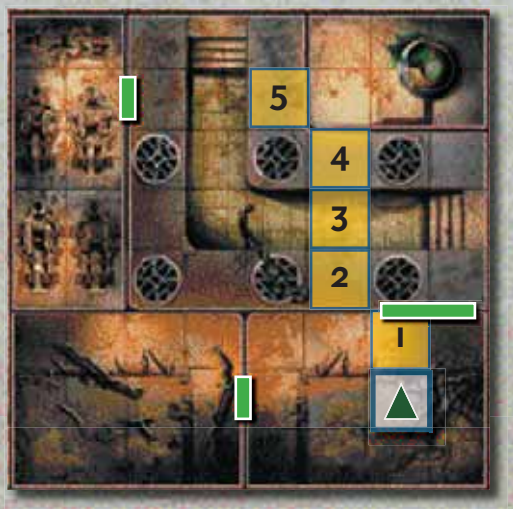
AURA/X : warriors endowed with Aura Aptitudes can accomplish supernatural feats. These warriors can call upon invisible powers to confound the profane.

An Aura is effective over X squares surrounding the warrior (this doesn't take into account the square the warrior is standing on) and affects all the warriors present in this zone. Auras are unaffected by obstacles such as walls or doors. A warrior cannot benefit from the effects of his own Aura but he can be influenced by the Auras of other warriors. Furthermore, a warrior can only use one Aura at a time.

The activation, the cancellation or the modification of an Aura is declared when a warrior is activated during the Activation Sequence. The effects of the relevant Aura are applicable immediately.

Example: *a warrior endowed with the Aura/3 Aptitude has an influence that covers a distance of up to 3 squares not including the one he is standing on. All the warriors within this radius can be affected.*

PUNY : creatures endowed with the Puny Aptitude are very short and skinny. Puny warriors cannot open doors, but this setback is largely compensated for by their improved mobility: they can move diagonally without suffering a Movement penalty. This enables them to walk through doors, walls and other warriors diagonally with no effect on their Movement.



5 ACCUMULATED MOVEMENT POINTS

OPEN DOOR

Example: *the Puny warrior above only spent 5 Movement points instead of 7 to complete the journey pictured.*

With regard for direct lines of sight, a Puny warrior cannot hide another creature unless it is also a Puny warrior. If warriors with large bases (2 by 2 squares) or normal-sized bases attempt to hide behind Puny warriors, they remain in full view of their enemies.

CONVICTION/X: warriors gifted with Conviction have blind confidence in their squad leaders whose presence alone gives them the strength to accomplish heroic acts.

The squad leader is the warrior in the group endowed with the Aura Aptitude. If several warriors are endowed with this Aptitude, the honour is given to the one with the highest rank or, if this isn't enough to separate them, the highest Natural Value.

In order to benefit from this Aptitude, the warrior with it must be located within 8 squares or less of the squad leader. For as long as he remains within this radius, the warrior profits from a positive modifier of X points on the SL of his Offensive and Defensive Combat Rolls.

If the squad leader is eliminated, all Conviction effects are immediately cancelled.

Example: *a warrior endowed with Conviction/1 is located 8 squares away from his squad leader. His Success Levels in Offensive and Defensive Combat are increased by 1 point.*

DUELLIST/X: a warrior endowed with this Aptitude is capable of detecting the slightest weakness in an enemy's defences. A Duellist obtains a Perfect Success on Offensive Combat Rolls and Firing with results equal or inferior to the X value of the Aptitude.

Example: *a warrior endowed with the Duellist/2 Aptitude obtains a Perfect Success with an Attack or Firing Natural Roll resulting in 1 or 2 and not only 1.*

FELON/X: a Felon is a formidable adversary who uses the element of surprise to inflict terrible injuries on his enemies. If he succeeds in getting behind a warrior to attack in Offensive Combat mode, his SL benefits from a positive modifier that is equal to the X value. This bonus is cumulative and is added to the usual Attack from behind modifier.

Example: *an assassin endowed with the "Felon/2" Aptitude who manages to get behind his enemy benefits from a +3 modifier: +1 for the Attack from behind and +2 for the Felon/2 Aptitude.*

FRENZY/X : a warrior endowed with the Frenzy Aptitude is rewarded with a positive modifier of value X each time he eliminates an enemy in hand-to-hand combat. This is a cumulative bonus that lasts until the end of the game. It only applies to the SL associated with Offensive and Defensive Combat modes.

Example: *a warrior endowed with the Frenzy/1 Aptitude eliminates two enemies. He is rewarded with a +2 SL modifier in Offensive and Defensive Combat until the end of the game*

BRUTISH STRENGTH/X : a warrior endowed with this Aptitude benefits from unusual physical force. If, during an Offensive Combat, the warrior succeeds in an attack, his enemy is pushed back by X squares. Move the enemy figurine in a straight line without changing direction, the furthest distance possible from the warrior endowed with Brutish Strength.

If the warrior has succeeded with several attacks, the Aptitude is not cumulative, but it is applied even if the victim escapes injury. If the penalty cannot be applied to the enemy figurine because of an obstacle (wall, another figurine…), the victim incurs an additional Wound for every square that it was unable to retreat.

Example: *an Aberration endowed with the Brutish Strength/2 Aptitude cuts down a Seneschal with its claws. When all the clone's attacks have been resolved, the Seneschal is forced to retreat by 2 squares from the Aberration. But the Seneschal has his back to the wall so he suffers 2 additional Wounds.*

MUTATION/X : the Technomancers' ungodly experiments combined with nature's mistakes sometimes result in terrifying powers. Warriors endowed with this Aptitude can use X Mutation cards during the course of a game. This Aptitude doesn't automatically endow the warrior with these Mutations, it simply makes it possible for the warrior to obtain them.

EYE OF THE LYNX/X : warriors endowed with this Aptitude are able to see further and more clearly than their brothers-in-arms. The field of vision and the firing range of such a warrior are increased by a factor of X squares.

Example: *a warrior endowed with Eye of the Lynx/2 can see and fire 2 squares further than other warriors. Within the confines of the laboratories, he can see 10 squares rather than 8.*

INFILTRATION/X : at the end of each round, a warrior endowed with this Aptitude can move X additional squares. The warrior is considered to be in the same mode he was in when he was activated.

Example: *a warrior who was in Offensive Combat mode when he was activated who uses his Infiltration Aptitude to come into base-to-base contact with an enemy, can attack.*

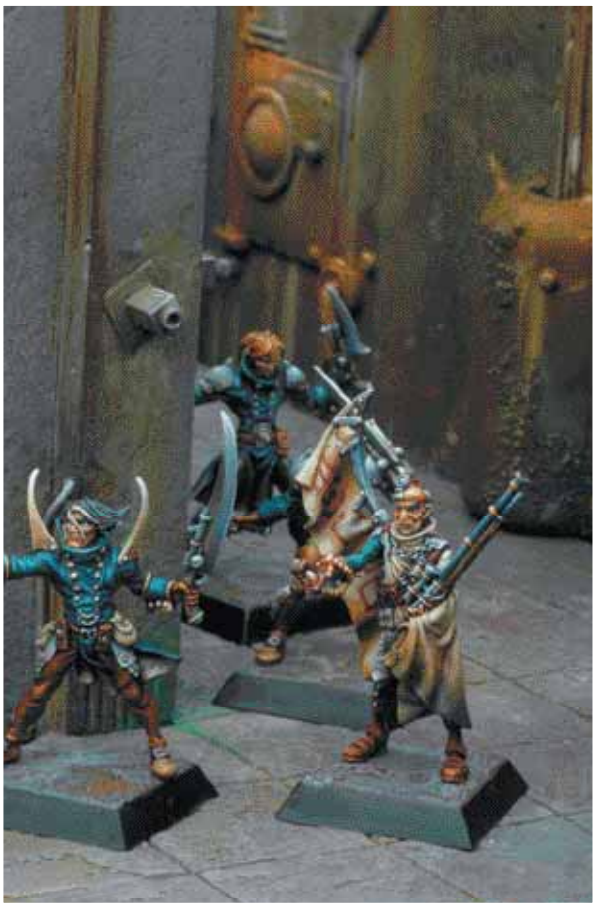
If the warrior was in Moving mode when he was activated, he can use his Infiltration Aptitude to open doors without suffering a penalty.

If, during a battle, several warriors are endowed with the Infiltration Aptitude, their additional movement are resolved in the same order as the Activation Sequence of the round being played. A warrior loses this Aptitude for the rest of the game as soon as he enters an enemy's direct line of sight – it is impossible to ambush an enemy once the element of surprise is lost.

PRESTIGE/X : a warrior endowed with this Aptitude is well respected within his own ranks as well of those of the enemy. He benefits from a +X modifier on all his SLs (X being the value on the warrior's Profile card) in all Action modes. Sadly, this new-found status is lost when the warrior shows signs of weakness. The warrior loses this Aptitude as soon as he suffers a Wound.

DORSAL PROTECTION/X : warriors with this Aptitude are endowed with an armoured shell or battle techniques that make them difficult to strike from behind. This Aptitude cancels the +1 modifier associated with Attacks from behind.

The X factor indicates the negative modifier that an assailant must apply to his SL when attacking a warrior endowed with this Aptitude from behind.



SACRIFICE/X : creatures endowed with this Aptitude can sacrifice themselves by setting off a huge explosion when they are activated. To do this, a warrior must either be in Moving mode and have chosen the Basic Move level of Mastery. To use this Aptitude, a warrior must be in base-to-base contact with the enemy. The sacrificed creature is eliminated, but it inflicts X Wounds on its enemy before being removed from the game. Defensive Combat cannot protect a warrior from these Wounds.

A player doesn't need to draw an Action card to use Sacrifice/X. Furthermore, this kind of sacrifice is considered to be the first elimination as far as the drawing of Army cards is concerned.

Example: *Pests of Flesh are very aggressive and mobile creatures endowed with the Sacrifice/1 Aptitude. At the end of a Basic Move, they can sacrifice themselves to inflict an automatic Wound on all enemies in base-to-base contact with them.*

ARMOUR-PIERCING SHOT/X : Some marksmen are equipped with special armour-piercing bullets or powerful weapons that that can pierce even the hardest metals. When these marksmen hit their targets, they can choose to target a second enemy. The second victim must be located within the marksman's direct line of sight and no more than X squares behind the first victim. The first victim is not considered an obstacle when the line of sight is determined and the second casualty cannot be closer to the marksman than the first.

Make a second Firing Roll to see whether the bullet hits its second target. Any Action cards used for the first shot are no longer in play.

Armour Piercing Shots cannot travel through Titan warriors and are subsequently considered normal shots. The same is true if the first target is in Defensive Combat mode when fired upon unless it is facing away from the marksman when the shot is fired.

A warrior can only use the Armour-Piercing Shot once during his Activation round.

TITAN : a Titan doesn't need to open the doors that it wants to use. It simply knocks them down and continues on its way. Doors knocked down by Titans cannot be closed again. Titans do not incur penalties for Fallen Rocks and can walk over, fire over or stop on squares occupied by Fallen Rocks as if they were normal squares.

But the Titans' imposing physiques also come with their own risks and hence, all shots fired at Titan warriors benefit from +1 SL modifiers. These modifiers cannot be added to those afforded to warriors with large bases (2 by 2 squares).

Titans cannot move diagonally but they can make quarter-turns without incurring a penalty as long as they make only one per square.

Titans on large bases (2 by 2 squares) can only use passageways and doors that are wide enough to let them through.

VELOCITY/X : creatures endowed with the Velocity Aptitude move in an agile, flowing manner. Any warriors attempting to fire at such creatures incur negative modifiers equal to X on their SL.

Creatures endowed with the Velocity Aptitude can also walk over Trapdoors without suffering Wounds. In this instance the Trapdoor is viewed as a normal square, although a creature endowed with the Velocity Aptitude cannot end a Movement on such a square. If it chooses to end a Movement on a Trapdoor, or if it is pushed onto a square occupied by Trapdoor (by a warrior endowed with Brutish Strength for example), a creature with the Velocity Aptitude incurs the penalties normally associated with the Trap.

HOW THE GAME UNFOLDS

This chapter is a brief, practical guide to how a game of *Hybrid* might unfold. In this section we will revisit, one by one, the different stages detailed in the previous pages. The page numbers refer to the complete rules associated with each section.

Specific terms relating to the rules figure in bold print in the text. Should you need any further details, turn to the relevant page for additional information.

Preparation

Before starting to play, the players must decide on the game they're going to play by choosing their armies and their missions (see below).

They then establish their squad lists to include the warriors they need to complete the missions and the substitute warriors that can come into play during the game – some missions give the players more leeway than others in this regard.

The mission instructions set the goals to be met and a diagram shows which **Tiles** should be used, how to set them up and where to place the various counters needed for the game.

The Event cards are then shuffled and placed in a pile face down close at hand.

The players then shuffle their Army cards, which are also placed face down in a pile close at hand, and draw two each without looking at them. The first of these cards is revealed at **First Contact**, and the second at **First Blood**.

The Griffin player shuffles his **Aura cards** and draws three at random. When he has studied them, he **discards** one and keeps the other two for the game.

The Scorpion player does the same with his **Mutation cards**.

The **Action cards** are then placed in a pile. Each player draws four at random. Having studied them, a player can choose to discard all his Action cards and to replace them with three new cards. The new hand cannot be discarded.

The Tiles are then assembled and the mission counters and warriors are placed in accordance with the mission diagram. The figurines of warriors that require an **Access** to enter the laboratories are put to one side.

The first ROUND

Each player must make an Activation Roll with a D10. The player who rolls the lowest score decides who will start (page 16).

The players then determine the Activation Sequence of their warriors by placing the Activation counters in turn next to their respective warriors. The counter number 1 is placed next to the first warrior to be activated, counter number 2 is placed next to the second warrior to be activated and so on and so forth until all the warriors have been given an Activation number.

Once this has been done, the player who starts reveals his first Activation counter and activates the relevant warrior.

The player in control of the warrior decides which **Action** mode he will adopt once activated.

If he chooses the **Moving** mode, he must immediately specify a **Level of Mastery**.

If he chooses another Action mode (**Offensive Combat, Defensive Combat, Firing**), he must announce the Level of Mastery during the **Movement**.

When accomplishing an action with a warrior, a player can play an Action card to increase his chances of success or to render a manoeuvre more spectacular. The Action card must be shown to the adversary. Should a player choose not to play an Action card he must declare this intention to his adversary.

Whether the first player used an Action card or not, his adversary can choose to **Hinder** the Action by playing one and only one of his own Action cards. The modifiers associated with this card have a negative rather than a positive effect when played in this way. If the first player did not refuse to play an Action card, he then has a chance to bring additional Action cards into play to minimize the negative effects of the penalties incurred by the Hinderance (page 23)

In the majority of cases, a player has to succeed with a D10 **Natural Roll** to accomplish an Action. The **SL** of the roll is determined according to the warrior's **NV** as modified by the **Equipment** at his disposal, the Level of Mastery chosen and the Action card played, etc. If the result is equal or inferior to the SL, the Action is deemed successful. A result of 1 signifies a **Perfect Success** and a result of 10 (0 on the die) signifies a **Critical Failure**.

If the warrior is using a Level of Mastery that delays the effects of an Action (such as **Skilled Firing**, which enables a warrior to ambush an enemy), the player controling him must place a corresponding counter next to his figurine. The counter is removed as soon as the warrior changes his mode or Level of Mastery. This counter can also be used to determine the order of action of the different warriors in the same mode (if a single target finds itself in the sights of several warriors in Skilled Firing mode at the same time for example).

Once the turn has been completed by the first figurine, it is the turn of the second player who activates the first figurine in his Activation Sequence.

When he has finished, the first player activates his second figurine...

The players continue in this way until all the figurines with an Activation counter have been played.

Any effects that last only one round are then withdrawn and the next round begins.

The following ROUNDS

The following rounds unfold in the same manner with one exception: Action cards can now be played during the Activation Roll in order to increase the player's chances of success.

The end of the GAME

The winner is the player who fulfils all his mission objectives. If neither player is able to do this, the game is considered a draw.

Are you brave enough to confront a new enemy and to resolve the dark secrets of the Heresiarch's laboratories?

MISSIONS

The ten missions described in these pages will take you on a journey of discovery across the Heresiarch's abominable world. With the exception of a few missions, the players are free to assemble their combat groups as they see fit. However, their choices must respect two parameters:

• **THE RANK TOTAL**: The sum of the warriors' ranks must not exceed this mission parameter. In this instance, two Rank 0 warriors count for 1.

• **TOTAL NUMBER OF WARRIORS**: In order to avoid the board becoming overcrowded, the total number of warriors taking part in a game is limited to this number.

Example: *a Scorpion player is assembling his warriors, his choice must take into account the following parameters: rank total 8; total number of warriors 8. He chooses an Aberration (Rank 3), three Hybrid (Rank 1) and four Pests of Flesh (Rank 0). The four Pests of Flesh total 2 rank points. The rank total is therefore: 3 + (3 × 1) + 2 = 8, for a total of 8 figurines. The parameters have been respected.*

MISSION
DIAGRAM LEGEND

- Fallen rock
- Pillar
- Trapdoor
- Double door
- Single door
- Double passage
- Single passage
- Event
- Objective

DEPLOYMENT:

- Rank 0 Dirz
- Rank 1 Dirz
- Rank 3 Dirz
- Rank 1 Griffin
- Rank 3 Griffin
- Venerable
- Griffin deployment zone
- Dirz deployment zone
- Simple entrance
- Double entrance
- Simple exit
- Double exit
- Simple entrance / exit
- Double entrance / exit

RETURN TO GLASINHAR

LABORATORY SO11

In Akkylannie, one of the Lodge of Hod's most difficult missions took place in the quiet village of Glasinhar. After the massacre of the population by a pack of unknown creatures, a group of Knights was sent to investigate. These brave men never returned home. Venerable Ambrosius decided to solve the enigma of their disappearance himself.

OBJECTIVES

Each side must exterminate the other. Any side with at least one warrior standing, having exterminated all enemy warriors, is declared the winner.

INSTRUCTIONS

SELECTING COMBAT GROUPS

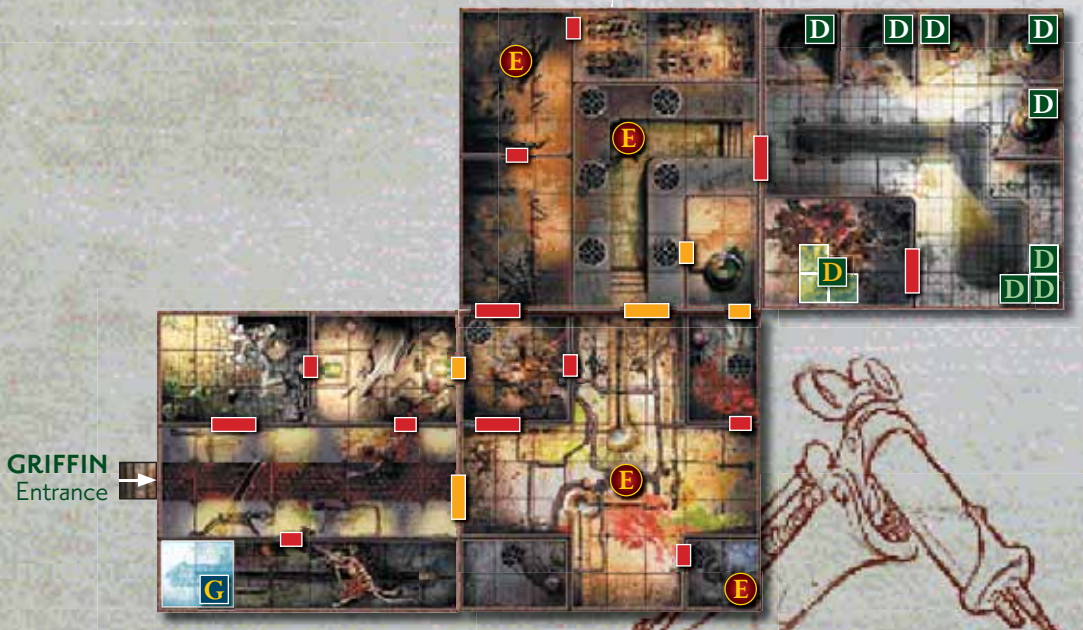
	GRIFFIN	SCORPION
RANK TOTAL	5	6
TOTAL NO.OF WARRIORS	5	5

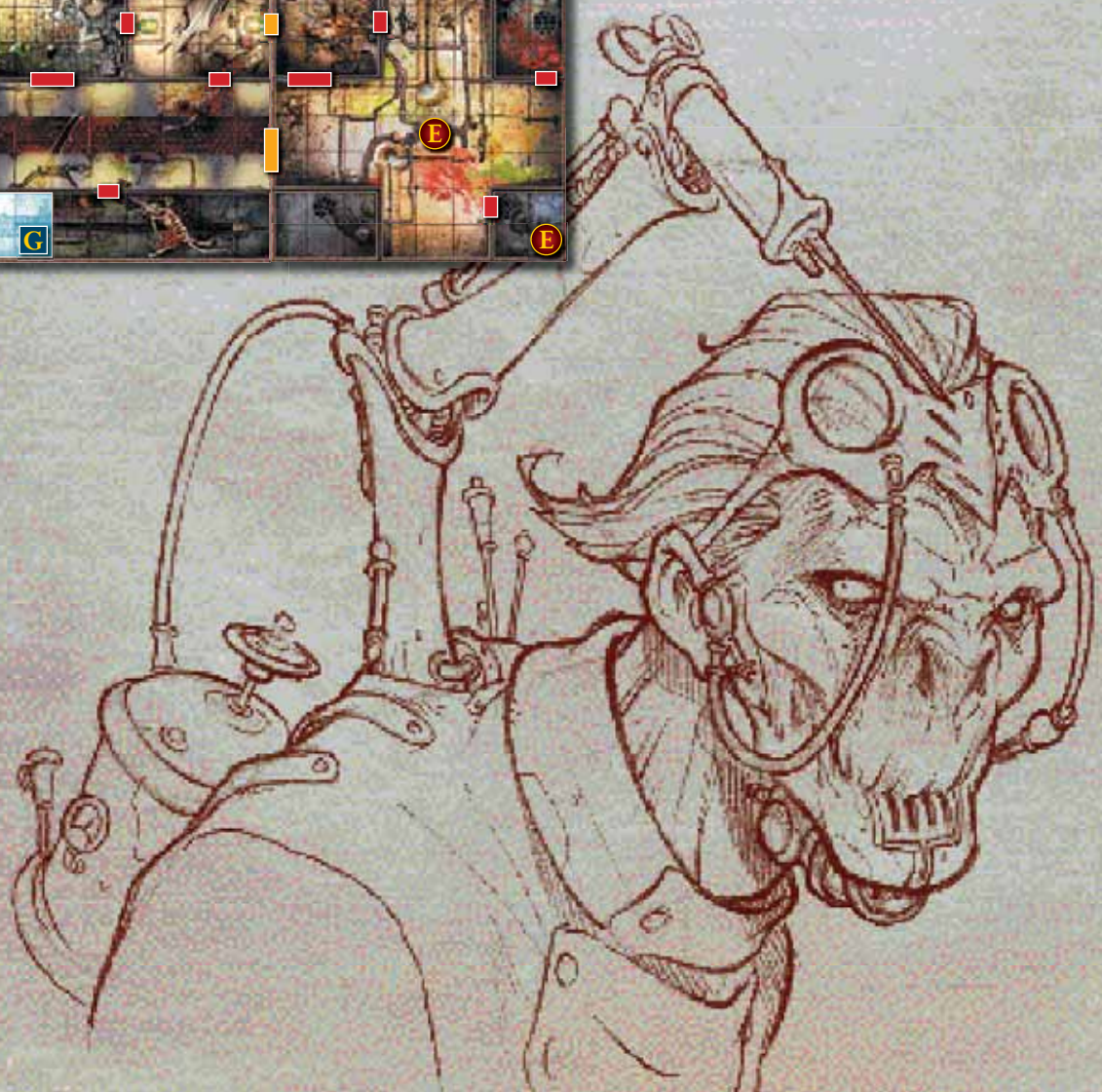
TRAPS

Place 1 Trap counter among the 3 Event counters.

SPECIAL RULES

There are no special rules for this mission.





THE SCARLET HIVE

LABORATORY SO4

A detachment of warriors from the Lodge of Hod locates a Scorpion laboratory on the edge of the Syharhalna. Opening the doors was difficult because they were covered with a thick layer of sand. The corridors were littered with skeletons, but were otherwise deserted... But the intrusion hadn't gone unnoticed. Suddenly, creatures from another time awoke from their torpor and started the hunt!

The Akkylannians must escape this trap and call for reinforcements if they want to survive the encounter.

OBJECTIVES

The Griffin player must succeed in evacuating the equivalent of 4 ranks. He can evacuate his warriors by any of the 5 exits.

The 4 ranks must be divided as follows:

- Two Rank 2 warriors

OR

- One Rank 2 warrior and two Rank I warriors

The **Scorpion** player must stop the Griffin player from achieving his goal. Let the massacre begin!

INSTRUCTIONS

SELECTING COMBAT GROUPS

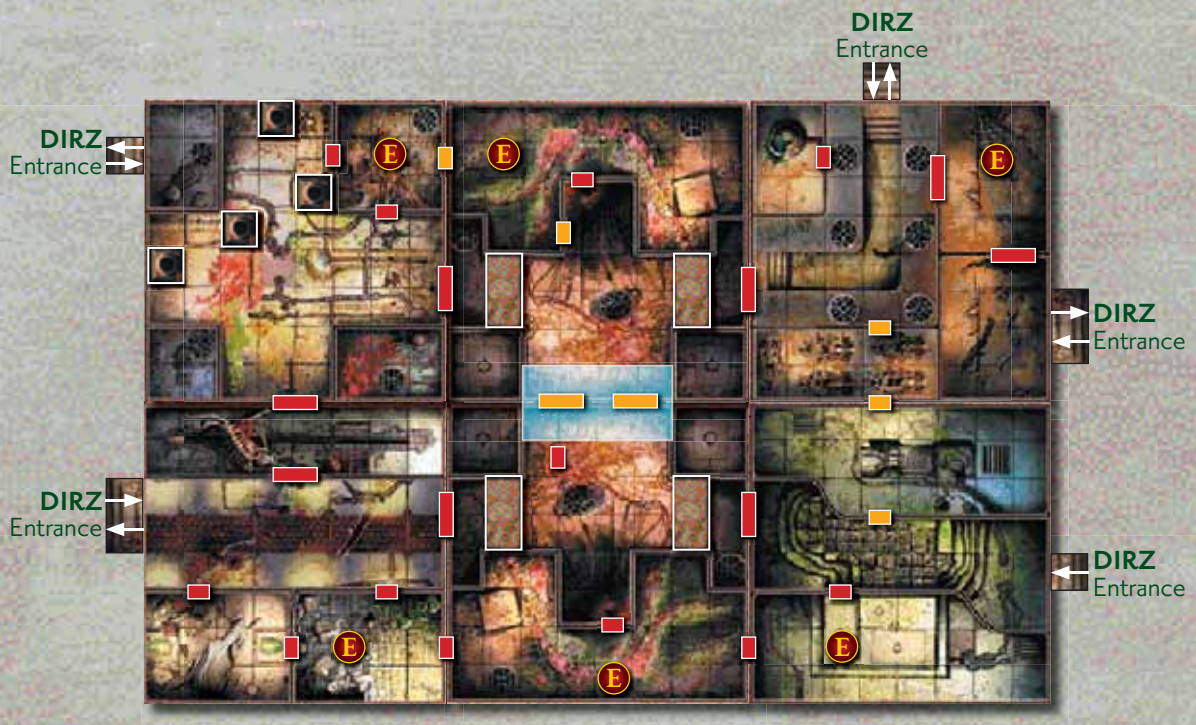
	GRIFFIN	SCORPION
RANK TOTAL	7	8
TOTAL NO.OF WARRIORS	6	8

No traps are associated with the Event counters in this mission.

SPECIAL RULES

TRAPDOORS

This mission incorporates four Trapdoors. These are opened at the beginning of the game. At the beginning of each round, the player who won the Activation Roll rolls a DI0 for each of the Trapdoors. If the result is even, the designated Trapdoor remains open or opens, if the result is odd, the door closes or remains closed.



THE HERESIARCH'S PRISON

LABORATORY SO9

An ambush during a routine Syhar prisoner transfer turns to carnage. Venerable Ambrosius is captured and imprisoned in the city of Tenseth. The Hod warriors rally to save their leader but find only the corpses of his captors.

Nearby, the sun's hot rays reflect off a shiny steel door embedded in the desert sand. A laboratory! Has Ambrosius chosen to take shelter here or has his destiny been changed forever by the intervention of a bloodthirsty creature?

OBJECTIVES

The **Griffin** player must free Venerable Ambrosius and help him escape from the laboratory.

The **Scorpion** player must eliminate all enemy warriors ranked 2 or higher.

INSTRUCTIONS

The Objective counters I act as switches that enable you to unlock some of the doors in the laboratory. They are shown in the mission diagram. Once these doors have been unlocked, they can be opened. Once opened these doors can never be locked again.

When a door is opened, one of the entrances to the laboratories closes automatically. The player who activated the switch rolls a D10. If he rolls an even number, the exit in the 1 zone closes. If he rolls an odd number, the exit in the 2 zone closes.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	8
TOTAL NO.OF WARRIORS	7	8

Venerable Ambrosius must take part in this game. He is placed on the V square at the beginning of the game.

TRAPS

No traps are associated with the Event counters during this game.

SPECIAL RULES

Fallen Rocks: Venerable Ambrosius is being held captive in a laboratory that has become dilapidated over the years. Large cracks have appeared in the walls and the pillars could cave in at any moment. The visit of the Knights of Hod and the ensuing battles have only made matters worse…

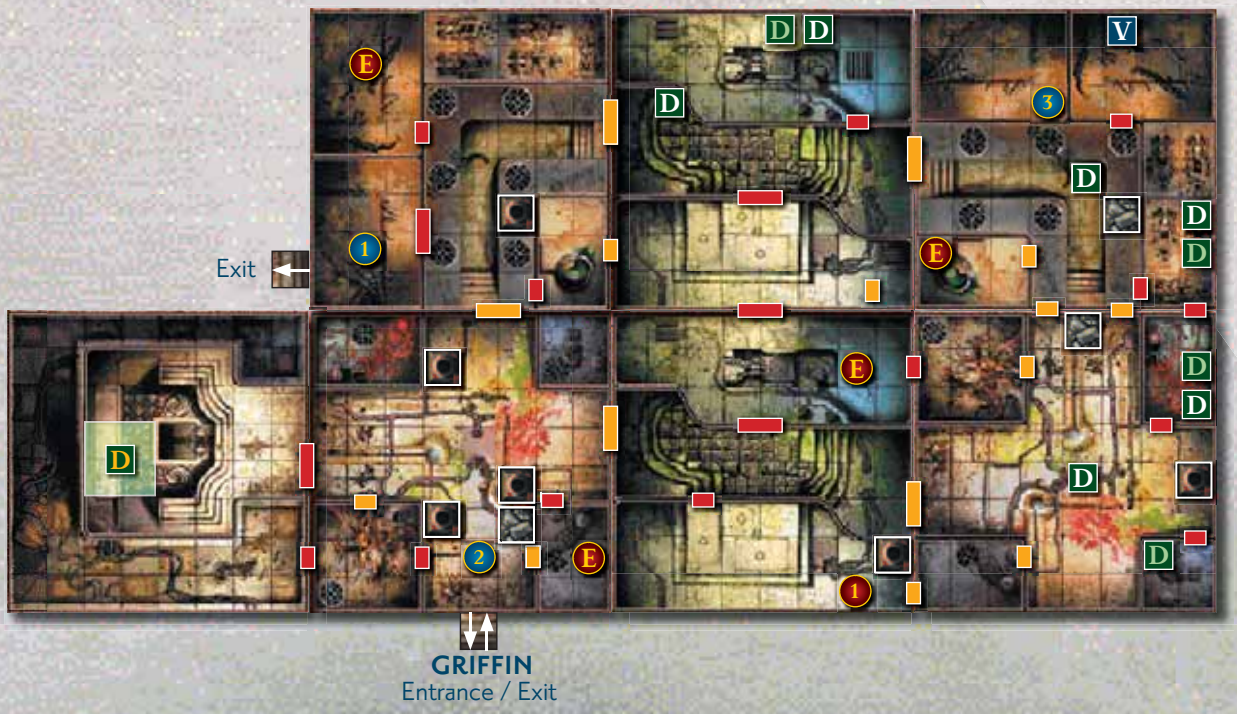
A block of rock falls from the ceiling at the end of each round. The player who won the Activation Roll rolls a D10 to determine which zone is affected (refer to the mission diagram for the zone numbers). Roll the dice a second time using 2D10. One of these gives the value for the vertical axis (see below), the other determines the value of the horizontal axis. Place a Fallen Rocks counter on the square at the intersection of these axes.

Fallen Rocks are viewed as elements of the scenery in their own right and as such, they follow a set of rules. If a warrior is located in a zone where rocks are falling he suffers a Wound that cannot be avoided. If this happens, do not place a Fallen Rocks counter on the affected square. If the rocks fall on an Event counter, replace it with a Fallen Rocks counter..

AMBROSIUS'S CELL

Ambrosius's cell is located in the 3 zone. It can only be opened if the control panel corresponding to Objective counter I has been activated. This doesn't stop Ambrosius from trying to escape on his own!

At the beginning of the second round, the Griffin player rolls a D10. If he rolls a "1", the door is unlocked. If the roll results in a failure, the player can try again in the next round. In this instance, the player must roll a "1" or a "2" to unlock the door. Each attempt to unlock the door results in a cumulative +1 SL modifier.


Exit
GRIFFIN
Entrance / Exit

THE DARK JEWEL

LABORATORY SO5

Research has shown that the infernal machinery that drives the laboratories depends on one or several Gems of Darkness for energy. These magical, almost hypnotic stones pervert metal and flesh alike and make it easy to mix these elements to produce Dirz clones!

Scouts have uncovered a hidden laboratory deep in the inaccessible canyons of Bran-Ô-Kor. Its Gems of Darkness must be neutralized if a bloodbath is to be avoided. But the laboratory's defenders have devised a trap, hidden in the ventilation system...

OBJECTIVES

The **Griffin** player must capture the Gem of Darkness that generates the energy that powers the clone tanks.

The **Scorpion** player has to activate a defence mechanism freeing a virus capable of killing any being that hasn't been inoculated against it.

The winner is the first player to fulfil his objectives.

INSTRUCTIONS

The Objective counter 1 designates the location of the laboratory's defence mechanism and can only be activated by a Scorpion warrior.

The Objective counter 2 designates the location of the Gem of Darkness and can only be activated by a Griffin warrior.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	8
TOTAL NO.OF WARRIORS	5	8

TRAPS

Place one Trap counter among the Event counters that will be used during the game

SPECIAL RULES

There are no special rules associated with this game.

PROWLERS !

SO–NEMESIS LABORATORY

According to the information contained in Dirz's diaries, the SO Nemesis laboratory was among the prototype laboratories that were abandoned along with the Hybrid Project. The buildings are completely outdated, but built in a particularly robust alloy. The Dawn Ritual that reactivated the Heresiarch's laboratories also brought the SO Nemesis back to life, to the extent that even the Syhars discovered its existence.

A small army of Syhar scouts was sent to investigate ahead of a much larger force. They arrived at the same time as a squad of Griffins.

OBJECTIVES

Time is of essence: a huge Gem of Darkness powers the enormous laboratory clone tanks and the winner is the first player to safely evacuate a warrior from the laboratory with this gem.

TRAPS

Add a Trap counter to the 5 Event counters.

INSTRUCTIONS

The **Objective counter 1** represents the Gem of Darkness. A warrior who ends a Movement on this counter possesses the gem. When this happens, place the gem on the relevant warrior's base. The gem follows the carrier in all his movements.

If the carrier is eliminated, the treasure is dropped and the counter is placed on the square occupied by the warrior (or if the warrior occupied several squares, on one of the occupied squares) when he was destroyed.

The two exits represented by **Objective counters 2 and 3** open up when the gem (Objective counter 1) is picked up by a warrior. If the warrior manages to escape the laboratory through one of these exits, the game is won.

After the Activation Roll in the fifth round, the player who activated the Objective counter 4 must roll a D10. If the result is an even number, nothing happens. If the result is an odd number, the 2 and 3 exits slam shut forever. In this instance 4 opens and becomes the only laboratory exit.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	8
TOTAL NO.OF WARRIORS	5	8

SPECIAL RULES

There are no special rules associated with this game.

The Heresiarch's diaries

Laboratory SO3

The Hod warriors have made a vital discovery: the various laboratories form a network with a special research laboratory at its centre. It is even possible that Dirz himself performed experiments within its walls... Invaluable information concerning the Heresiarch's work is surely hidden there.

Objectives

The Griffin player must find the coordinates of several secret laboratories. When he has done this, he must evacuate the warriors who possess this vital information safely. Alas, a toxic gas leak has poisoned the air inside the laboratory and the Griffins cannot escape until the valve that controls the gas has been closed. The Griffin player wins the game if he manages to fulfil both objectives.

The Scorpion player has to stop his enemy from stealing Dirz's diaries and must ensure that the poison gas valve remains open.

Instructions

The Objective counter I represents the poison gas valve. The counter is not discarded when the valve is activated since it can be opened and closed several times during a game.

At the beginning of a game, the valve is open. It can be closed or reopened by any warrior who reaches the Objective counter I. The Griffin warrior(s) in possession of the Heresiarch's diaries can only escape if the valve is closed.

Objective counters 2 and 3 represent the Heresiarch's diaries that contain vital information written by Dirz himself. By activating either of these counters, a warrior takes possession of the documents that they represent. Both Counters must be activated to capture all the documents but they can be activated by different warriors.

Selecting combat groups

	Griffin	Scorpion
Rank total	7	8
Total no.of warriors	6	9

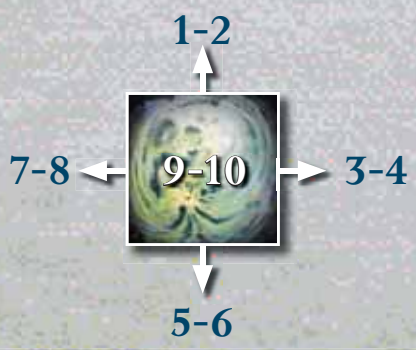
Traps

No traps are associated with the Event counters for this game.

Special rules

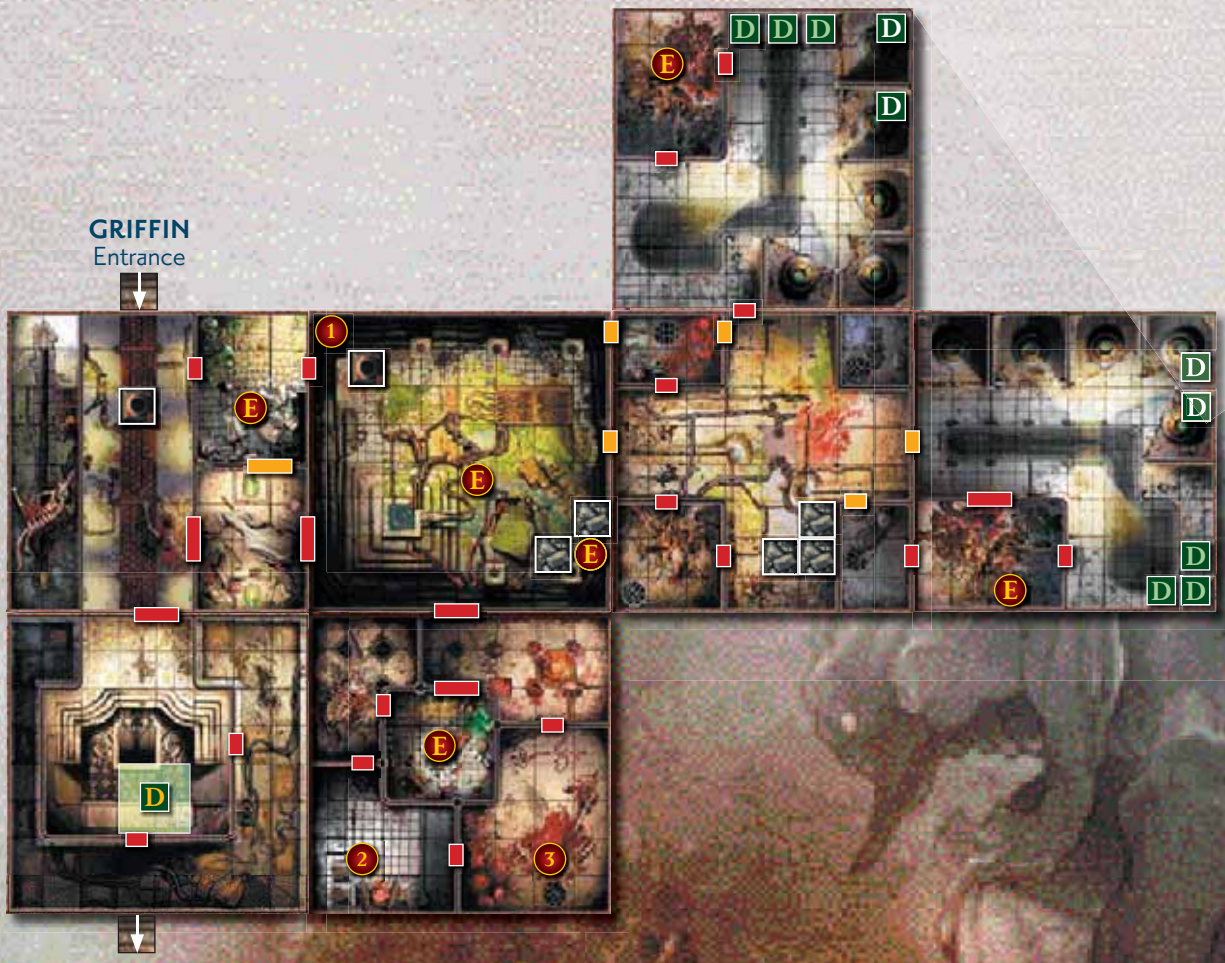
When a poison gas valve is opened at the beginning of a game, a toxic cloud infiltrates the laboratory corridors. Place the toxic cloud Template in the zone occupied by the valve (Objective counter I).

The player who won the Activation Roll rolls a D10 at the beginning of each round when a cloud is in play to see whether it moves and, if so, where to. Refer to the diagram below and apply the corresponding movement to the D10 result. If the roll results in a 9 or a 10, or if the direction indicated can't be applied, the cloud stagnates.



All warriors located in the zone affected by the toxic cloud incur a –I modifier on all Success Levels associated with Natural Value or Action modes.

The cloud disappears as soon as the valve is closed. If the valve is opened again, the cloud reappears in the zone occupied by the valve.


GRIFFIN
Entrance
D
E
1
2
3

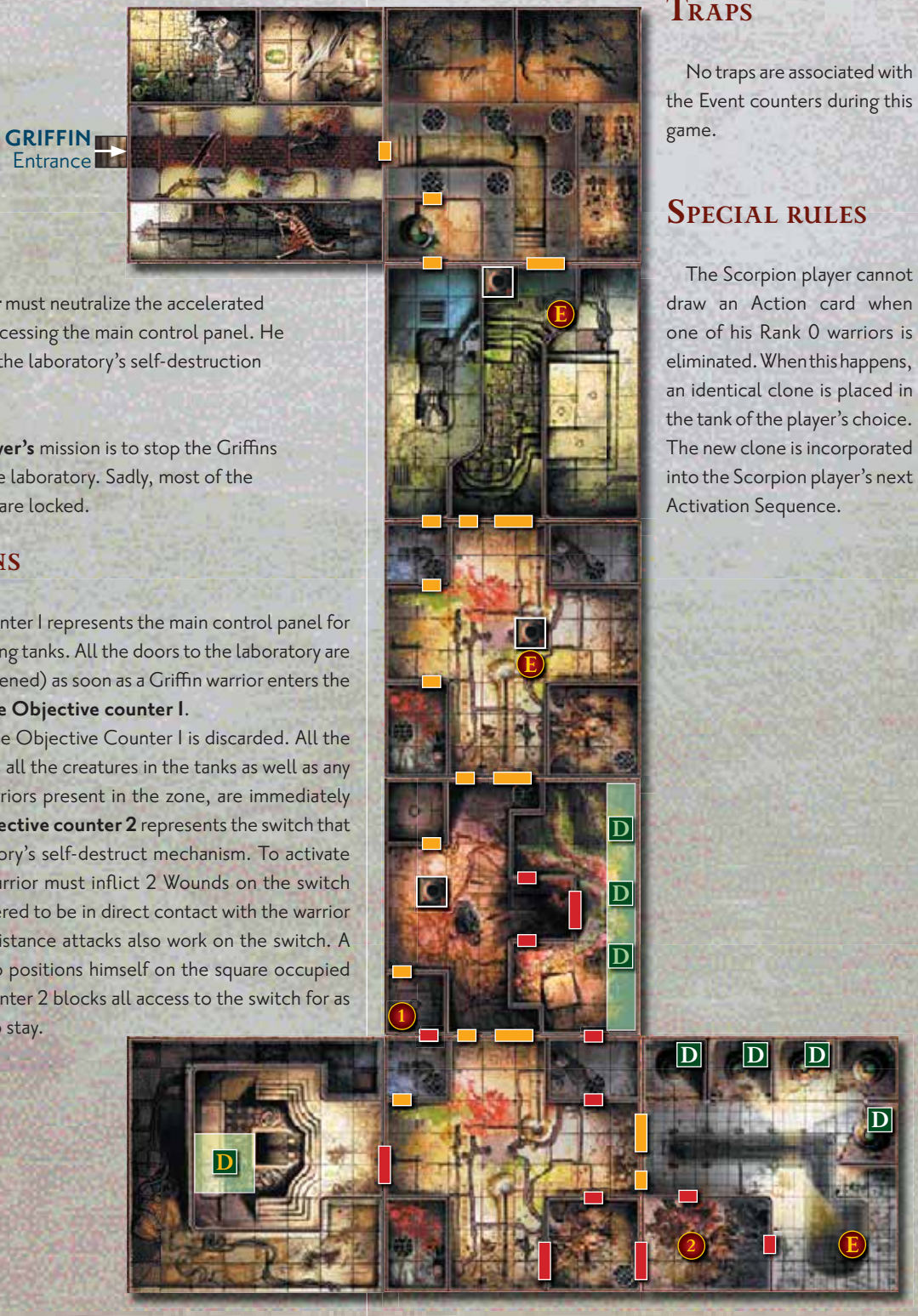
Deadly Matrix

LABORATORY SO21

The incomprehensible formulae and the indecipherable notes found in the Heresiarch's diaries revealed a second secret: the location of a mass production laboratory named SO21 designed to produce large numbers of clones. The Heresiarch seems to have had special plans for this particular laboratory located close to the border of the Alahan kingdom.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	8	8
TOTAL NO.OF WARRIORS	6	9



OBJECTIVES

The **Griffin player** must neutralize the accelerated cloning tanks by accessing the main control panel. He must also activate the laboratory's self-destruction mechanism.

The **Scorpion player's** mission is to stop the Griffins from destroying the laboratory. Sadly, most of the laboratory's doors are locked.

INSTRUCTIONS

The Objective counter I represents the main control panel for the accelerated cloning tanks. All the doors to the laboratory are unlocked (but not opened) as soon as a Griffin warrior enters the room occupied by **the Objective counter I**.

Once activated, the Objective Counter I is discarded. All the tanks are neutralized: all the creatures in the tanks as well as any Rank 0 Scorpion warriors present in the zone, are immediately eliminated. **The Objective counter 2** represents the switch that activates the laboratory's self-destruct mechanism. To activate the mechanism, a warrior must inflict 2 Wounds on the switch (the switch is considered to be in direct contact with the warrior in question). Long-distance attacks also work on the switch. A Scorpion warrior who positions himself on the square occupied by the Objective counter 2 blocks all access to the switch for as long as he chooses to stay.

TRAPS

No traps are associated with the Event counters during this game.

SPECIAL RULES

The Scorpion player cannot draw an Action card when one of his Rank 0 warriors is eliminated. When this happens, an identical clone is placed in the tank of the player's choice. The new clone is incorporated into the Scorpion player's next Activation Sequence.

The Scorpion's venom

LABORATORY SO19

This time the laboratory doors have been barricaded on the inside. When they enter the laboratory, the Templars of Hod discover a sickening spectacle: numerous dead creatures frozen in grotesque positions, the terror etched on their faces like an echo of the agony of their demise.

An invisible death prowls these corridors. It must not escape!

Objectives

The **Scorpion** player secretly designates a Rank I warrior who must escape from the laboratory at any cost. This anodyne clone has been infected with a deadly virus that makes the plague look like a common cold!

All Rank 0 Scorpion warriors begin the game in accelerated cloning tanks. A tank can only house I figurine at a time. Since the tanks aren't operational at the beginning of the game, their occupants are not immediately incorporated into in the Activation Sequence.

The **Griffin** player must catch and eliminate the infected warrior before he escapes.

Instructions

The accelerated cloning tanks are not activated at the beginning of the game. A Scorpion warrior can start them by activating the **Objective counter I.** When this has happened, the warriors can be included in the next Activation Sequence.

When the Objective counter I is activated, one of the four exits, to be chosen by the Griffin player, is closed for the remainder of the game. Remove the corresponding Access – Exit counter.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
Rank total	7	8
Total no.of warriors	6	8

The Scorpion group must include at least two Rank 0 warriors, one Rank I warrior and one Rank 3 warrior.

Traps

The laboratory is riddled with unstable chemical products and the strains of terrifying viruses. Add two Trap counters to the 4 Event counters to represent these dangers.

Special rules

It is possible to eliminate Rank 0 warriors before they awake. To do this, simply place a warrior on an adjacent square and engage in hand-to-hand combat with the warrior still inside his tank. The tank can also be destroyed by a long-distance attack (shot, etc.). If the tank suffers a Wound, it and the dormant clone are destroyed.

Invisible war

LABORATORY SO25 – Part 1

The Knights of the Lodge of Hod have uncovered a laboratory that is proving especially difficult to destroy – the lab SO25. For an unknown reason, the warriors created in this laboratory appear to have some form of social organisation and are able to coordinate their attacks to repel intruders. Venerable Ambrosius assembles his finest warriors: time is running out and all this agitation will soon attract the attention of the authorities

Everything must be destroyed immediately.

Objectives

To win the game a player must obliterate all his adversary's warriors.

Instructions

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
Rank total	8	9
Total no.of warriors	9	9

Traps

No Traps are added to the Event Counters for this mission.

Special rules

There are no special rules for this mission

THE HEROES' TWILIGHT

LABORATORY SO25 – PART 2

There are still some surprises in store for Ambrosius as he throws himself hell-for-leather into the exploration of laboratory SO25. As his troops are setting the charges that will destroy the lab once and for all, he hears moaning in the distance.

He uncovers a secret passage and steps inside. Many old friends and battle companions who he believed were dead are imprisoned there, waiting patiently for someone to free them from their morbid destiny. But still the guards must be vanquished.

OBJECTIVES

The **Griffin** player's mission is to free the prisoners. He must open the escape hatch and release at least one warrior who will go in search of reinforcements.

At the beginning of the game, only Griffin warriors ranked 2 or more can move freely. The others are placed in cells as shown in the mission diagram.

The **Scorpion** player must simply stop his adversary from fulfilling his mission objectives.

INSTRUCTIONS

When the **Objective counter I** is activated, all the prisoners' cell doors are unlocked (but not opened). Once unlocked, these doors cannot be locked again.

The **Objective counter 2** represents the controls that open the two escape hatches. When it has been activated, place two Access – Exit counters as indicated in the mission diagram and remove the Access – Entrance counter.

SELECTING COMBAT GROUPS

	GRIFFIN	SCORPION
RANK TOTAL	7	8
TOTAL NO.OF WARRIORS	5	8

TRAPS

Add I Trap counter the 5 Event counters.

SPECIAL RULES

The imprisoned Griffin warriors are only included in the Activation Sequence in the round that follows the activation of the Objective counter I

EPILOGUE

We have been locked up for two whole weeks, the machines have stopped and silence now reigns supreme.

We tried to contact S04 and SO28 but without success, as if our equipment had given up the ghost or the laboratories had simply ceased to exist... Our Gems of Darkness reserves have been exhausted and our Immortal gems are too weak to be of any use to us. What has happened? Is there still life outside the laboratories?

~

I had to kill my last slave.

I'm hungry and we have no food left. My brothers-in-arms have all done the same. In accordance with the rules, we locked ourselves in our quarters with our slaves in chains. Their sacrifice gives us the food necessary to survive until reinforcements arrive.

I must admit that I had become attached to the little Barhan girl. She believed in my redemption until the very end. She will never know how much I am indebted to her.

~

This morning, Ybhan Kern tried to force his way into my quarters. First he begged me to open the door, to give him something to eat. Then he threatened me. He stayed there, banging on the door... The paranoid imbecile had fashioned himself some sort of weapon. Thankfully, he never got in.

I will surely starve to death. What irony! To think that my creators endowed me with an organism capable of surviving on three litres of water a week...

I'm beginning to understand the importance of the little Barhan's sacrifice. I forget her name. I have a fever.

~

Two days. It's been two days since I killed her. I have nothing left to eat. My body is rotting away at a terrifying rate. It's been so hot and humid since the machines stopped.

Ybhan Kern banged on my door again today with a heavy metal object. He was laughing like a demon and talking gibberish. Condemned to err the laboratory's corridors, I think he's lost his senses.

I tried to wake up a Yersina clone in the hope that it would protect me should I get out of this place. I didn't succeed – when the tank opened, the creature simply collapsed... Without the power of our Gems of Darkness, it's become impossible to awaken the clones. Irony of ironies, their flesh is inedible.

~

In a few hours the hunger will have gotten the better of me and there'll be only one solution left open to me. Indeed, I fear Ybhan Kern has already chosen this way out.

I will inoculate myself with a Hybrid treatment. I'll become a predator and, who knows, maybe I'll be able to defeat the last survivors in the complex. Their bodies will provide me with food. What will happen then? I don't know, but by then I too will have lost my mind.

I have lived, as I will die, for the glory of Arh-Tolth and our all-powerful Emperor Dirz.

~

With a tired gesture, Venerable Ambrosius closed the book and looked around the room. The slaves' skeletons still lay at the foot of the wall, their chains padlocked to a ring in the wall.

Why did the Hybrid Project's laboratories suddenly stop, condemning those who worked in them to death? This was the fifth lab purified by the Lodge of Hod and still the enigma remained intact.

Always the same tragedy: a nauseating complex; piles of bones strewn on the floor; and creatures that only the sick mind of the Heresiarch Dirz could have imagined. Each time he discovered the location of two new laboratories of the same type. How many were there? Tens, hundreds... Would the inhabitants of Aarklash one day discover what their destiny might have been?

While examining the Technomancer's texts, Ambrosius discovered that each of the laboratories was capable of producing 10 clones per day. What would happen if the Alchemists rediscovered and activated the project? Would it mean the end of Aarklash? A shiver ran down his spine.

"The zone has been cleansed and the machines have been neutralized," reported Seneschal Demian through the crack in the door. Two Purifiers and Misericord, her face hidden behind a metal visor, stood beside him.

"I have to study the last archives and then we'll leave this place. Set the charges."

Life went on, and the men would soon blow up the entrance to the laboratory. Tonight, Demian would grumble about Misericord's indiscipline and they would move on to another laboratory.

Ambrosius unravelled the parchment and studied it carefully. He found the coordinates of two new laboratories, SO4 and SO28. Suddenly his eyes widened and he read the coordinates for SO28 a second time in disbelief.

"It's just not possible, how am I going to tell them?"